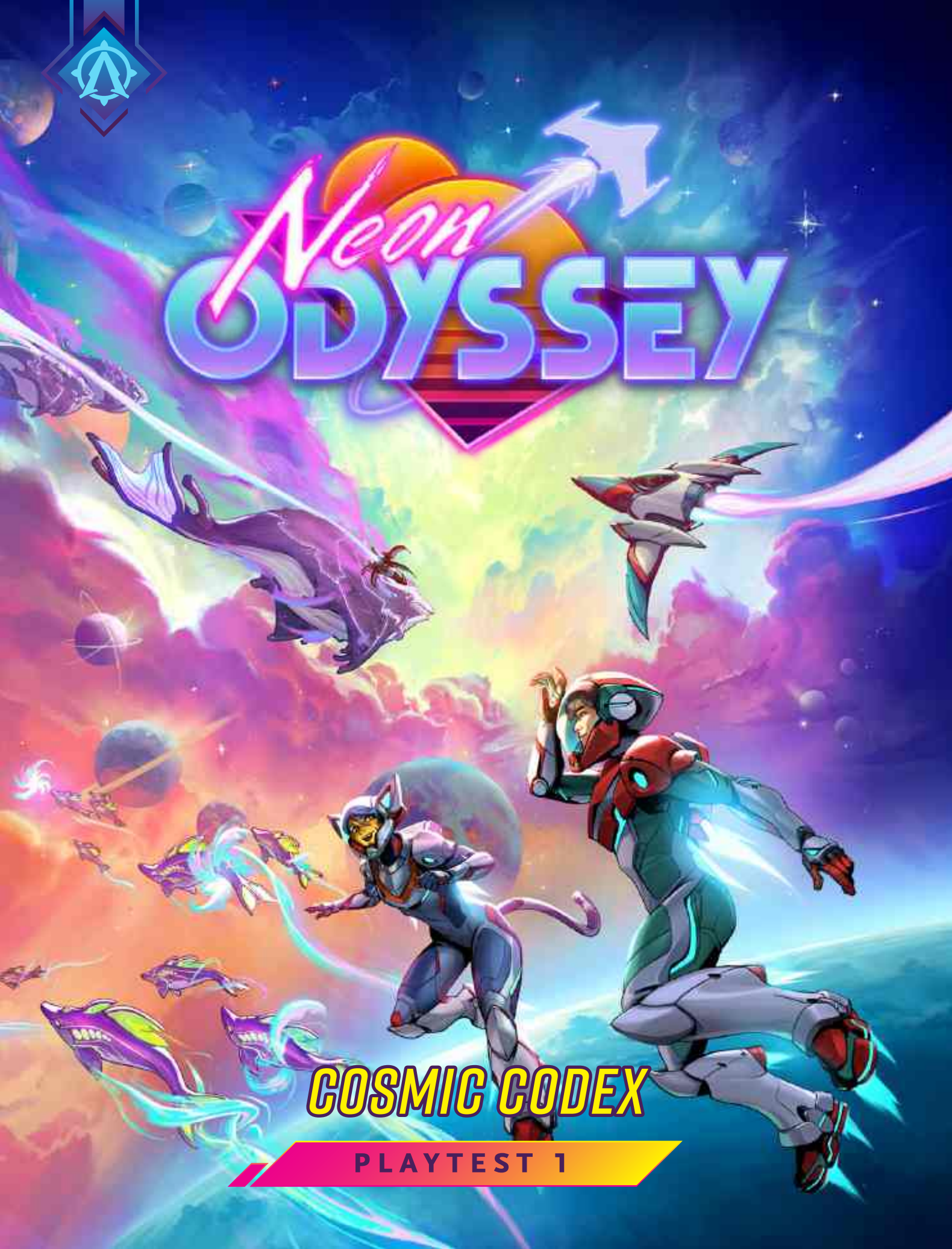
Neon
ODYSSEY
COSMIC CODEX
PLAYTEST 1

THIS IS A PLAYTEST DOCUMENT AND ALL CONTENT IS SUBJECT TO CHANGE

The layout and presentation of this PDF was made specifically for this playtest and is not representative of the final book

Material marked with appears in the *Outrunner's Handbook*.
Material marked with appears in the *Cosmic Codex*.
Material marked with appears in the *Overdrive Expansion*.

PLAYTEST VERSION 0.1.0

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NEON ODYSSEY
PLAYTEST

Thank you for your support of Neon Odyssey! As part of your rewards, you have gained access to the official playtest. This is the first comprehensive playtest of Neon Odyssey materials, and your chance to contribute to the books by submitting your feedback! Within these documents, you will find a robust number of options to create characters and run encounters using the Dungeons & Dragons 5.5e rule set.

Please read this entire introduction carefully.

NOTE: Everything in this playtest is subject to change.

ACCESSING THE PLAYTEST

This playtest is split into three separate documents, which include the material that will appear in the *Outrunner's Handbook, Cosmic Codex,* and *Overdrive Expansion* respectively. You will have access to the playtest materials associated with the books included in your Kickstarter pledge or Backerkit pre-order. All playtest documents you have access to will be available in the Digital Downloads section of your Backerkit Survey.

Because this playtest is exclusive to backers and pre-order customers, we ask that you do not share these materials broadly, but you can send them to anyone you will be playtesting with so they may prepare for the sessions.",

PURPOSE OF THE PLAYTEST

This first playtest is intended to focus on character creation and testing encounters "on foot," or in the standard D&D scale. Starship combat is currently being worked on based on feedback from the Kickstarter pre-launch testing and is not part of this playtest.

If you wish to include starship combat in your sessions, you can use the rules in the Pre-Launch playtest materials, but be aware that it is already obsolete and we are not looking for feedback on starship combat as part of this playtest. We are only looking for feedback regarding "on foot" encounters.

WHAT'S INCLUDED

The following material is included in this first playtest. Anything not mentioned below is not intended to be part of the playtest, and we are not seeking feedback on it.

OUTRUNNER'S HANDBOOK

- Setting Primer
- 12 Class Skins
- Machinist Class
- 26 Subclasses
- 21 Species
- 14 Origin Feats
- 95 Spells
- 2 New Skills: Computers & Technology
- Aether Exposure Rules
- Grid Spiking Rules
- Weapons, Armor, Tools, and Outrunning Equipment
- Vehicle Rules (Starship rules to follow later)
- Adaptation Traits to customize any stat block to alien worlds
- 6 Planetary Vehicles
- 8 Monsters

COSMIC CODEX

- 47 Monsters

OVERDRIVE EXPANSION

- 26 Subclasses
- 21 Species

SUBMITTING FEEDBACK

When you are prepared to submit feedback regarding any material in the playtest, please use the survey form here or at avantris.com/neon-survey. You will submit the survey for each piece of content you want to give feedback on (a subclass, a species, a monster, etc.), and you can fill it out as many times as you like. To give feedback on separate items, please submit different surveys and do not lump in your feedback on multiple things into a single survey.

Our priority for this playtest is to get feedback on how the content is playing, but we are welcoming proofreading feedback as well, so feel free to include typos that you catch. However, our priority is learning the following about the content.

- Is it thematic, and do the mechanics reinforce the story and flavor?
- Is it fun to play at the table, for both players and GMs?
- Does it feel balanced, and are there any features that seem overtuned or underwhelming?
- Is there anything that does not function as intended, or is broken in some way?
- Are any mechanics articulated in an unclear or confusing manner?

Please keep in mind that we are not looking for challenge or feedback on the thematic core of subclasses, species, monsters, setting elements, etc. We want to know if the game objects are successfully achieving the determined theme.

DISCUSS WITH THE COMMUNITY

We encourage you to discuss the playtest materials, your character ideas, session reports, and anything else regarding Neon Odyssey in our official Discord Server at neonrpg.com/discord. You can discuss your experiences, thoughts, and feedback on the playtest in the appropriate channels, or even find people to play with.

THANK YOU!

We appreciate taking the time to playtest Neon Odyssey! The Avantris team has worked hard on these materials, and we hope you like what's inside. We're looking forward to seeing your feedback!

BESTIARY

This bestiary provides 47 monsters that live in the Stardust Rhapsody. The *D&D Beyond Basic Rules* explains stat block terminology and gives rules for various monster traits. Monsters are presented later in alphabetical order.

ADAPTING MONSTERS

It's impossible to represent the wondrous variation of life possible across Neon Odyssey's myriad worlds and realms with only a handful of stat blocks. This section provides adaptation traits you can apply to any stat block to represent native creatures infused by their home's particular natural and extraordinary environment.

Using adaptation traits with Beast, Monstrosity, or Plant stat blocks to create a planet's local wildlife is the foundational way to fill out a region's lifeforms, but these traits can be applied to any stat block with minimal or negligible CR impact. In general, a stat block should only have one adaptation trait, but you can use a combination if that better represents the environment and the creatures that thrive there.

If an adaptation trait gives a creature a special sense that the creature already has, such as Blindsight or Darkvision, use the larger range and increase it by 30 feet.

ADAPTATION TRAITS

Sample adaptation traits are presented here, grouped by environment types where the traits are common. Key words in parentheses are planet traits where these adaptations are common or appropriate, though feel free to use any that fit the situation or environment for a monster. Strange variations occur throughout the galaxy as the song of existance ebbs and flows.

AETHER EXPOSED (SPACE)

Aether Adapted. The adapted creature is immune to aether exposure. If it lives primarily in space, it has a Fly Speed of 80 feet.

AIRY (AIRY, STORMING)

Airy Creature. The adapted creature has Resistance to Lightning or Thunder damage (choose when you apply this trait), and while it doesn't have the Incapacitated condition, it doesn't take damage from falling. *Choose A or B:* (A) The creature has a Fly Speed equal to twice its Speed or 60 feet, whichever is higher; or (B) Its Speed is 5 feet, and it has a Fly Speed of 30 feet and can hover.

AQUATIC (OCEANIC)

Aquatic Creature. The adapted creature can breathe air and water, and it has Resistance to Cold damage. *Choose A or B:* (A) The creature has a Swim Speed equal to its Speed; or (B) Its Speed is 5 feet, and it has a Swim Speed of 60 feet.

BOTANICAL (IDYLLIC, VERDANT)

Plains Runner. The adapted creature gains the following Bonus Action— ***Fleet.*** The creature takes the Dash and Disengage actions simultaneously.

Woodland Stalker. The adapted creature has a Climb Speed equal to its Speed and has Advantage on Dexterity (Stealth) checks in forest or jungle terrain.

BRILLIANT (LUMINOUS, STARRY)

Illumination. The adapted creature sheds Bright Light out to 10 feet and Dim Light for an additional 10 feet. On its turn, it can reduce the illumination's range, douse the light, or resume it (no action required).

Radiant Creature. The adapted creature has Resistance to Radiant damage.

CACOPHONOUS (CORRUPTED)

Discordant Creature. Choose the adapted creature's tone of discord and associated damage type: Entropy (Cold), Instinct (Acid), Progress (Lightning), or Thrill (Psychic). The creature has Immunity to its tone's damage type, and when it hits with an attack roll, it can deal that damage type instead of the normal damage for the attack.

CORROSIVE (ACIDIC, INSTINCT, RADIOACTIVE, TOXIC)

Corrosive Creature. Choose a damage type: Acid (Acidic, Instinct), Necrotic (Radioactive), or Poison (Toxic). The adapted creature has Immunity to the chosen type and to the Poisoned condition. One of the creature's attacks deals the chosen damage type instead of its normal type. If it deals 6 damage or more with an attack, it can reduce the damage by 6 to inflict the Poisoned condition on the target until the start of the adapted creature's next turn.

CRYSTALLINE (HARMONIC)

Crystalline Creature. The adapted creature's body is covered in crystals or partially composed of crystal. It has Resistance to Radiant damage, and it can take the Hide action even while in an enemy's line of sight.

EXTREME COLD (FRIGID)

Arctic Creature. The adapted creature has Immunity to Cold damage, and it ignores Difficult Terrain caused by ice or snow.

EXTREME HEAT (SCORCHING)

Thermal Creature. The adapted creature has Immunity to Fire damage, it has a Burrow Speed equal to its Speed, and it doesn't gain Exhaustion levels from dehydration.

NIGHTMARISH (ELDRITCH, DEATHLY, PSYCHIC, SHADOWY, THRILL)

Nightmarish Creature. The adapted creature has Resistance to Psychic damage and Immunity to the Frightened condition, and it can deal Psychic damage with its attacks instead of their normal damage type. If it deals 13 damage or more with an attack, it can reduce the damage by 13 to inflict the Frightened condition on the target until the start of the adapted creature's next turn.

SEVERED (DEATHLY, ELDRITCH, ENTROPY, SHADOWY)

Silent Creature. The adapted creature's type is Undead. It has Resistance to Necrotic damage, and Immunity to Poison damage and the Poisoned condition.

SUBTERRANEAN (ROCKY)

Subterranean Creature. The adapted creature has Darkvision out to 120 feet and a Climb Speed equal to its Speed. It can climb difficult surfaces, including along ceilings, without needing to make an ability check.

TECHNOLOGIC (PROGRESS, TECHNOLOGICAL, URBANIZED)

Program Creature. The adapted creature's type is Construct. It has Immunity to Lightning damage and the Exhaustion condition.

Robotic Creature. The adapted creature's type is Construct. It has Immunity to Poison damage and the Exhaustion and Poisoned conditions.

TENEBROUS (ENTROPY, SHADOWY)

Tenebrous Creature. The adapted creature has Blindsight out to 60 feet, and if it misses with an attack roll while it has the Invisible condition from hiding, it doesn't reveal itself.

TERRESTRIAL (ROCKY)

Terrestrial Creature. The adapted creature has Tremorsense out to 60 feet and a Burrow Speed equal to its Speed. It can burrow through solid rock at half its Burrow Speed and leaves a tunnel as wide as its space in its wake.

WARPING (ELDRITCH, TEMPORAL)

Future Glimpse. The creature can't be surprised, adds double its PB to Initiative rolls, and it has Advantage on Initiative rolls.

Warp Step. The adapted creature gains the following Bonus Action—***Warp Step (Recharge 5–6).*** The creature teleports up to 30 feet to an unoccupied space it can see.

NEW MONSTERS

A selection of new monsters are presented here.

ABYSSAL SNAPPER

Schooling Frenzy of the Void

Habitat: Planar (Abyssal Void); **Treasure:** None

Abyssal snappers are among the smallest of the terrors spawned by the Abyssal Void, but their hunger is no less immense. Though individually weak, they hunt in devastating frenzied schools that can strip prey to nothing in mere moments, their eroding bites shredding organic and inorganic matter alike. They often cling to the behemoth predators of the Deep, feeding on the devastation left in their wake.

ABYSSAL SNAPPER

Small Aberration (Deep), Chaotic Evil

AC 11 **Initiative** +1 (11)
HP 13 (3d6 + 3)
Speed 5 ft., Swim 40 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	12	+1	+1	CON	12	+1	+1
INT	1	−5	−5	WIS	12	+1	+1	CHA	4	−3	−3

Resistances Psychic
Immunities Exhaustion, Frightened
Senses Darkvision 120 ft. (unimpeded by magical darkness); Passive Perception 11
Languages Understands Hadalic but can't speak
CR 1/4 (XP 50; PB +2)

TRAITS

Cling. When an allied Aberration that is Small or larger leaves a space within 5 feet of the snapper, it can cling to the allied Aberration and move with it. This trait doesn't function if the snapper's Speed is 0.

Pack Tactics. The snapper has Advantage on an attack roll against a creature if at least one of the snapper's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Voracious Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 8 (1d12 + 2) Necrotic damage.

BATTLE BOTS

Mass-Produced Mechanical Infantry

Habitat: Any; **Treasure:** None

Battle bots are robotic soldiers mass-manufactured and sold to militaries across the galaxy. They represent the core of the war industry that increases in profits every year. They can be found as support units in grander forces, but some armies are nearly entirely comprised of battle bots.

BATTLE BOT

The baseline model of battle bots are made at low cost and minimal quality to serve as little more than the battlefield fodder needed by many galactic militaries. They are programmed to march and do as they're ordered, typically utilized to hold formations, lay down synchronized fire, and stand watch without sleep or pay. These bots can communicate with a language module that outputs a high-pitched mechanical voice.

BATTLE BOT HEAVY

Battle bot heavies are built from tougher alloys and enhanced systems, providing an upgraded and pricier option for robotic infantry. Outfitted with reinforced servos and built-in laser blasters, heavies are best equipped for taking or defending critical objectives. These bots come with a communication chip that delivers a deeper and flatter voice that typically speaks in short, precise sentences.

BATTLE BOT

Medium Construct (Robot), Neutral

AC 16 **Initiative** +2 (12)
HP 26 (4d8 + 8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	−2	−2	DEX	14	+2	+2	CON	15	+2	+2
INT	8	−1	−1	WIS	9	−1	−1	CHA	11	+0	+0

Immunities Poison; Charmed, Exhaustion, Petrified, Poisoned
Gear Laser Rifle
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common, SIGNAL
CR 1 (XP 200; PB +2)

TRAITS

Support Fire. The bot has Advantage on an attack roll against a creature if at least two of the battle bot's allies are within 5 feet of the battle bot.

Tactical Network. The bot is aware of what allied creatures that have this trait and are within 1 mile see, hear, and feel. This trait doesn't function (to sense or send) while the battle bot has the Incapacitated condition or is in an area of jamming.

ACTIONS

Multiattack. The bot makes two Laser Rifle attacks.

Arm Blade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage plus 7 (2d6) Lightning damage.

Laser Rifle. *Ranged Attack Roll:* +4, range 200/800 ft. *Hit:* 6 (1d8 + 2) Radiant damage.

BATTLE BOT DEVASTATOR

Battle bot devastators are the apex of combat robotics in the industry of war, and they are the most expensive mechanical soldier an army can buy. Upgraded with four segmented legs, they can rapidly traverse a battlefield and single-handedly turn the tide of battle with overwhelming weaponry and integrated shield generators. Their advanced command matrix allows them to plan, strategize, and give commands to other battle bots while reacting in real-time to changes in the flow of battle.

BATTLE BOT HEAVY

Large Construct (Robot), Neutral

AC 17 **Initiative** +3 (13)
HP 102 (12d10 + 36)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	16	+3	+3	CON	16	+3	+6
INT	10	+0	+0	WIS	10	+0	+0	CHA	12	+1	+1

Immunities Poison; Charmed, Exhaustion, Frightened, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common, SIGNAL
CR 5 (XP 1,800; PB +3)

TRAITS

Tactical Network. The heavy is aware of what allied creatures that have this trait and are within 1 mile see, hear, and feel. This trait doesn't function (to sense or send) while the heavy has the Incapacitated condition or is in an area of jamming.

ACTIONS

Multiattack. The heavy makes two attacks, using Slam or Wrist Blaster in any combination.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Wrist Blaster. *Ranged Attack Roll:* +7, range 80/320 ft. *Hit:* 13 (2d8 + 4) Radiant damage.

Suppressing Fire (Recharge 5–6). The heavy lays down a hail of laser fire in a 10-foot Cube centered on a point within 80 feet until the start of its next turn. Each creature in the Cube when it appears is subjected to the following effect. *Dexterity Saving Throw:* DC 15. *Failure:* 13 (2d8 + 4) Radiant damage. *Success:* Half damage.

While the Cube persists, the area is Difficult Terrain, and a creature in the area has Disadvantage on attack rolls. When a creature moves into, out of, or within the area, it takes 4 (1d8) Radiant damage for every 5 feet it travels.

BATTLE BOT DEVASTATOR

Medium Construct (Robot), Neutral

AC 18 **Initiative** +4 (14)
HP 123 (13d8 + 65)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	18	+4	+7	CON	20	+5	+8
INT	14	+2	+2	WIS	14	+2	+2	CHA	12	+1	+1

Resistances Cold, Fire
Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common, SIGNAL
CR 8 (XP 3,900; PB +3)

TRAITS

Immutable Form. The devastator can't shape-shift.

Tactical Network. The devastator is aware of what allied creatures that have this trait and are within 1 mile see, hear, and feel. This trait doesn't function (to sense or send) while the devastator has the Incapacitated condition or is in an area of jamming.

ACTIONS

Multiattack. The devastator makes two Bash attacks or three Heavy Repeating Laser attacks.

Bash. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Heavy Repeating Laser. *Ranged Attack Roll:* +7, range 200/800 ft. *Hit:* 11 (2d6 + 4) Radiant damage.

Heavy Plasma Cannon (1/Day). The devastator fires its heavy weapon using one of the following modes:

Antipersonnel. *Dexterity Saving Throw:* DC 15, each creature in a 20-foot Sphere centered on a point within 150 feet. *Failure:* 14 (4d6) Lightning damage plus 14 (4d6) Force damage, and the target has the Prone condition. *Success:* Half damage only.

Antivehicle. The devastator targets a Gargantuan creature or object and makes the following. *Ranged Attack Roll:* +13, range 1 mile. *Hit:* 23 (3d12 + 4) Lightning damage plus 19 (3d12) Force damage. *Miss:* 10 (3d6) Lightning damage. *Hit or Miss:* The damage is doubled against objects and structures.

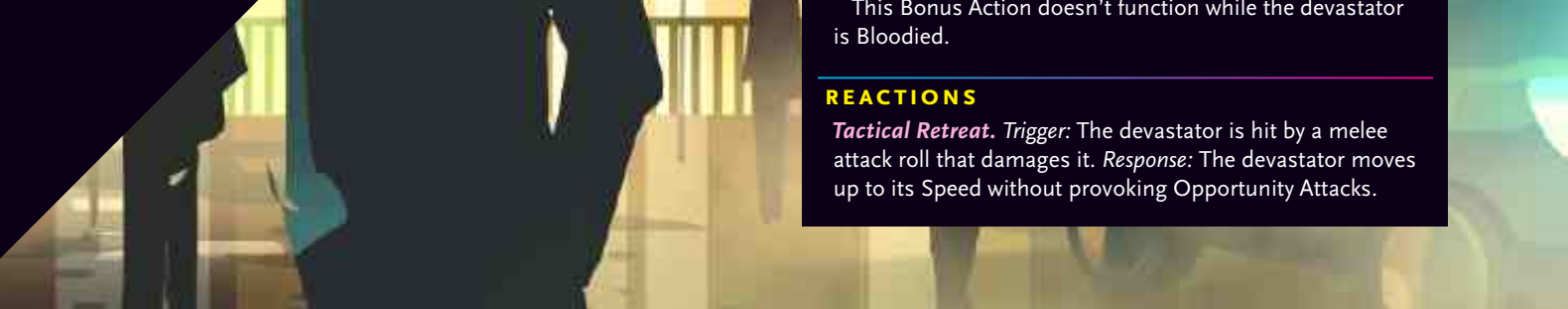
BONUS ACTIONS

Force Shield (1/Day). The devastator surrounds itself with a shimmering forcefield that shields it from some damage for 1 minute. For the duration, when the devastator takes damage, the shield reduces the damage by 5. Apply this reduction before the devastator's Resistances. Lightning damage and damage dealt by a Critical Hit ignore this reduction.

This Bonus Action doesn't function while the devastator is Bloodied.

REACTIONS

Tactical Retreat. *Trigger:* The devastator is hit by a melee attack roll that damages it. *Response:* The devastator moves up to its Speed without provoking Opportunity Attacks.



BLOCK CHOMPER

Unstoppable Gnawers of Pixels and Polygons

Habitat: Planar (Arcadia); **Treasure:** None

Block chompers are denizens of Arcadia with an insatiable hunger for creatures, structures, and terrain. Driven by an eternal propulsion, they are unable to stop biting or moving forward, and whatever remains in their path is caught in their maw and is instantly devoured. Some seek to chain these creatures for use as guards or weapons, but most roam free through the pixelated lands of Arcadia.

BLOCK CHOMPER

Large Fey, Unaligned

AC 12 **Initiative** +2 (12)
HP 85 (10d10 + 30)
Speed 30 ft., Burrow 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+8	DEX	14	+2	+2	CON	16	+3	+3
INT	3	−4	−4	WIS	10	+0	+0	CHA	10	+0	+0

Skills Athletics +11
Immunities Grappled, Restrained
Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

TRAITS

Siege Monster. The chomper deals double damage to objects and structures.

Unceasing. The chomper must move at least half its Speed on each of its turns if it is able.

Unstoppable. The chomper has Advantage on ability checks and saving throws to avoid or end effects that would reduce its Speed.

ACTIONS

Multiattack. The chomper makes two Bite attacks.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (2d12 + 5) Piercing damage.

Hyperchomp (Recharge 6). The chomper moves up to its Speed in a straight line. Any creature in the chomper's path is subjected to the following effect, and objects in the path take damage as if they failed the save. If the damage destroys the object, the chomper can continue moving. *Dexterity Saving Throw:* DC 16. *Failure:* 21 (6d6) Piercing damage, and the target has the Prone condition. *Success:* Half damage only.

BOOMBOT

Explosive Robotic Sentry

Habitat: Urban; **Treasure:** None

Boombots are built for location defense, serving as both security camera and mobile land mine. Appearing as spheres with little feet and large eyes, they rigidly march through the halls of the bases, headquarters, and lairs they are programmed to defend, always keeping their sensors alert for intruders, which they attempt to subdue. If this fails, they explode to slow down or destroy interlopers while alerting nearby allies.

BOOMBOT

Small Construct (Robot), Neutral

AC 14 **Initiative** +0 (10)
HP 55 (10d6 + 20)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	10	+0	+0	CON	14	+2	+2
INT	7	−2	−2	WIS	12	+1	+1	CHA	7	−2	−2

Skills Perception +5
Resistances Fire, Radiant
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common, SIGNAL
CR 3 (XP 700; PB +2)

TRAITS

Explosive End. The boombot explodes when it dies. The explosion can be heard up to 300 feet away. *Dexterity Saving Throw*: DC 12, each creature in a 10-foot Emanation originating from the boombot. *Failure*: 28 (8d6) Fire damage. *Success*: Half damage.

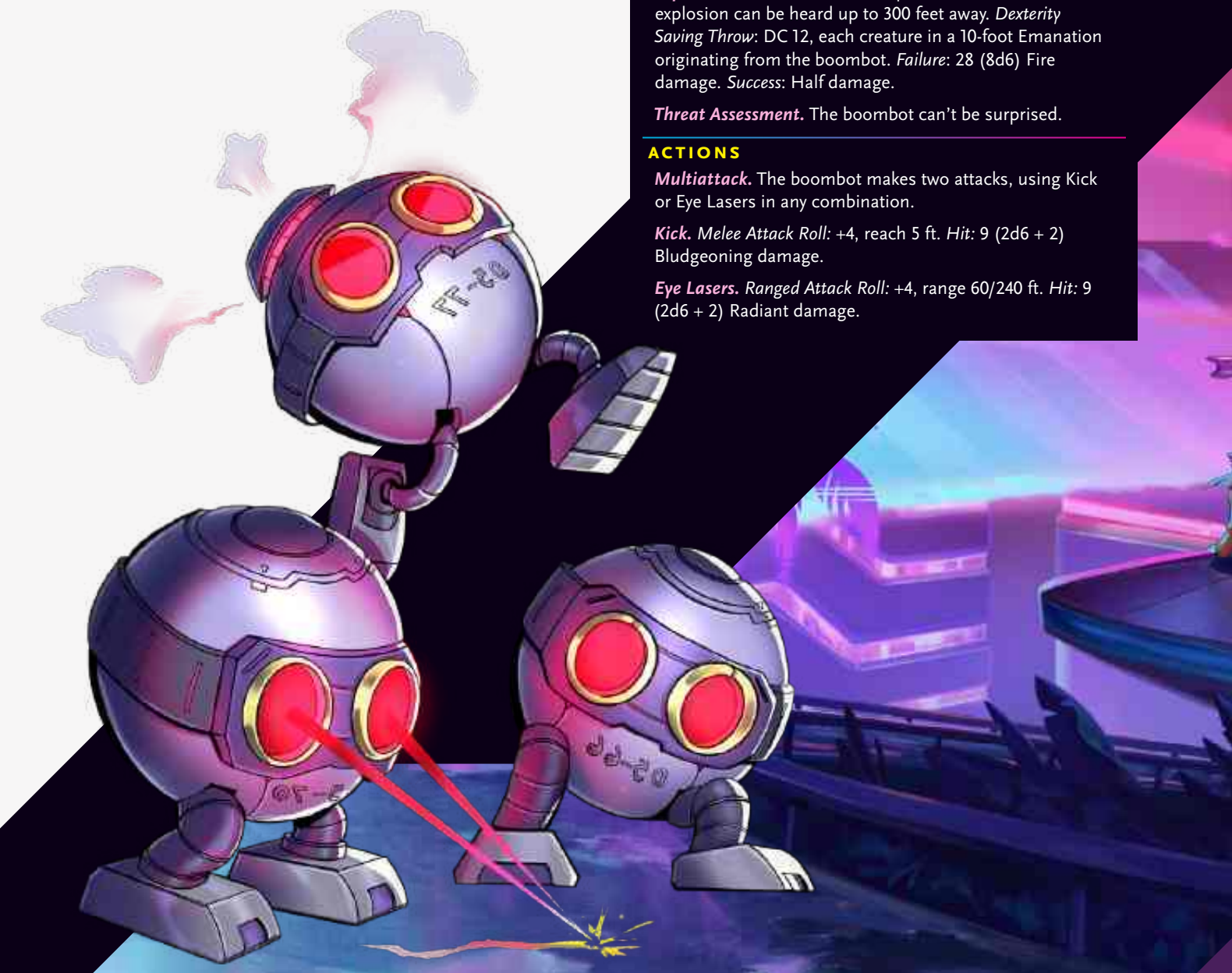
Threat Assessment. The boombot can't be surprised.

ACTIONS

Multiattack. The boombot makes two attacks, using Kick or Eye Lasers in any combination.

Kick. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage.

Eye Lasers. *Ranged Attack Roll:* +4, range 60/240 ft. *Hit:* 9 (2d6 + 2) Radiant damage.



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BROOD SWARMER

Skittering Crawler of the Infinite Swarm

Habitat: Planar (Cacophony), Underground; **Treasure:** None

Brood swarmers are the infinite chafe of Instinct Cacophony, spawned by the thousands in pulsing hatcheries. They are driven solely by the instinct to shred, kill, feed, and skitter forward in an endless cycle, instantly replaced as soon as they die. Tethered by a hive mind, they join countless others in a swarming tide of devastation as they rush down and overwhelm any force that hopes to oppose them.

BROOD SWARMER

Medium Fiend (Instinct), Neutral Evil

AC 14 **Initiative** +2 (12)
HP 16 (3d8 + 3)
Speed 50 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	14	+2	+2	CON	12	+1	+1
INT	1	−5	−5	WIS	10	+0	+0	CHA	6	−2	−2

Skills Athletics +4, Perception +2
Immunities Acid
Senses Blindsight 30 ft., Darkvision 60 ft.; Passive Perception 12
Languages None; telepathy 30 ft. (emotions only)
CR 1/2 (XP 100; PB +2)

TRAITS

Discordant Restoration. If the swarmer dies outside Cacophony, its body explodes in a spray of ichor, and a new swarmer hatches instantly somewhere in Cacophony.

Pack Tactics. The swarmer has Advantage on an attack roll against a creature if at least one of the swarmer's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Multiattack. The swarmer makes two Corrosive Claw attacks.

Corrosive Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Acid damage. If the target is a Medium or smaller creature, it has the Prone condition.

REACTIONS

Scatter. *Trigger:* The swarmer is a target of an area of effect. *Response:* The swarmer moves up to 20 feet. If it leaves the area, it is no longer a target of the effect.

CALAMITY SPAWN

Fused Remnant of Apocalypse

Habitat: Planar (Abyssal Void), Underground, Underwater; **Treasure:** None

Calamity spawn are the unspeakable remnants of an ancient cataclysm that brought an end to a community of the Eldest beings of the galaxy. Calamity spawn fuse countless bodies, minds, and souls into a grotesque, wailing mass that forever seeks to consume new voices for its apocalyptic choir. These spawn can be found in the ruins of the lost civilization that birthed it. They wait in agonized loneliness as all those lost to the horror have become one.

CALAMITY SPAWN

Gargantuan Aberration, Chaotic Evil

AC 15 **Initiative** +12 (22)
HP 201 (13d20 + 65)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	26	+8	+8	DEX	14	+2	+2	CON	20	+5	+10
INT	18	+4	+4	WIS	21	+5	+10	CHA	24	+7	+12

Skills Intimidation +12, Perception +10
Resistances Bludgeoning, Cold, Piercing, Slashing
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Poisoned, Prone, Restrained, Unconscious
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 20
Languages Hadalic, Ryliath; telepathy 60 ft.
CR 16 (XP 15,000; PB +5)

TRAITS

Amorphous. The spawn can move through a space as narrow as 1 foot, or large enough for any creature it has engulfed, without expending extra movement to do so.

Legendary Resistance (3/Day). When the spawn fails a saving throw, it can choose to succeed instead.

Spider Climb. The spawn can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Whispering Aura. The spawn emanates an aura in a 10-foot Emanation while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 18, any creature that starts its turn in the aura. *Failure:* 7 (2d6) Psychic damage.

ACTIONS

Multiattack. The spawn makes two attacks, using Bite or Tentacle in any combination. It can replace one attack with a use of Engulf.

Bite. *Melee Attack Roll:* +13, reach 15 ft. *Hit:* 21 (3d8 + 8) Piercing damage.

Tentacle. *Melee Attack Roll:* +13, reach 20 ft. *Hit:* 18 (3d6 + 8) Psychic damage. If the target is a Huge or smaller creature, it has the Grappled condition (escape DC 18), and the spawn can pull the target up to 15 feet toward itself.

Engulf. The spawn moves up to its Speed without provoking Opportunity Attacks. The spawn can move through the spaces of Huge or smaller creatures. *Strength Saving Throw:* DC 21, each creature whose space the spawn enters for the first time during this move. *Failure:* The target is engulfed. While engulfed, a target has Total Cover against attacks and other effects outside the spawn, and when the spawn moves, the engulfed target moves with it.

While engulfed, a creature takes 14 (4d6) Psychic damage at the start of each of its turns, is suffocating, has the Restrained condition, and repeats the save at the end of each of its turns.

Success: The target escapes and enters the nearest unoccupied space.

Wails of the Consumed (Recharge 5–6). The spawn opens its innumerable mouths and wails. *Charisma Saving Throw:* DC 20, each creature in a 120-foot Emanation originating from the spawn and that can hear it. *Failure:* 26 (4d12) Psychic damage, and the target gains 1 Exhaustion level. *Success:* Half damage only.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the spawn can expend a use to take one of the following actions. The spawn regains all expended uses at the start of each of its turns.

Chomp. The spawn makes one Bite attack. The spawn can't take this action again until the start of its next turn.

Lashing Burst. *Dexterity Saving Throw:* DC 15, each creature in a 30-foot Emanation originating from the spawn. *Failure:* The target has the Grappled condition (escape DC 18).

Warp Space. A 15-foot-radius Sphere centered on a point within 60 feet of the spawn becomes warped. The effect persists for 1 minute, and the spawn can't take this action again until the start of its next turn.

Any creature other than a spawn in the Sphere when it appears, that enters the area for the first time on a turn, or that starts its turn there is subjected to the following effect. *Constitution Saving Throw:* DC 20. *Failure:* The target has Disadvantage on attack rolls and ability checks until the start of its next turn. *Failure or Success:* The target's Speed is halved.

CHEM SLUDGE

Pollution Given Toxic Life

Habitat: Urban; **Treasure:** Relics

A chem sludge is the result of when industrial waste animates through strange chemical reactions, turning the sludge into a living mass of noxious muck and garbage. They lurk in the grimy underside of industrial areas, sewers, junkyards, or seedy alleys. Chem sludges are potent pollutants, and their primary instinct is to spread their contamination and taint the natural world.

CHEM SLUDGE

Medium Ooze, Unaligned

AC 8 **Initiative** –2 (8)
HP 39 (6d8 + 12)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	6	–2	–2	CON	14	+2	+4
INT	1	–5	–5	WIS	8	–1	–1	CHA	1	–5	–5

Skills Stealth +2
Immunities Acid, Poison; Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone, Restrained
Senses Blindsight 60 ft.; Passive Perception 9
Languages None
CR 2 (XP 450; PB +2)

TRAITS

Amorphous. The sludge can move through a space as narrow as 1 inch without expending extra movement to do so.

Noxious Fumes. *Constitution Saving Throw:* DC 12, any creature that starts its turn in a 30-foot Emanation originating from the sludge. *Failure*: The target has the Poisoned condition until the start of the sludge's next turn.

Urban Camouflage. The sludge has Advantage on Dexterity (Stealth) checks in urban environments.

ACTIONS

Pseudopod. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Acid damage.

Corrosive Spew (Recharge 6). *Dexterity Saving Throw:* DC 12, each creature in a 30-foot Cone. *Failure*: 10 (3d6) Acid damage. Nonmagical armor worn by the target takes a –1 penalty to the AC it offers. The armor is destroyed if this penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

CITIZEN

Ordinary Civilian of the Galaxy

Habitat: Any; **Treasure:** Individual

Citizens are the everyday people throughout the Stardust Rhapsody. While they typically have a career that gives them purpose, they do not seek out extraordinary pursuits like hypertech, magic, or the dangerous life of an outrunner. They can be any species and come from all walks of life, operating utility drones to assist them in their daily life.

CITIZEN

Medium or Small Humanoid, Neutral

AC 10 **Initiative** +0 (10)
HP 4 (1d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	10	+0	+0	CON	10	+0	+0
INT	11	+0	+0	WIS	10	+0	+0	CHA	10	+0	+0

Gear Personal Communicator, Light Pistol
Senses Passive Perception 10
Languages Common plus one other language
CR 0 (XP 10; PB +2)

TRAITS

Handicraft. The citizen has proficiency in one skill or with one Crafter's Tool of the GM's choice.

ACTIONS

Light Pistol. *Ranged Attack Roll:* +2 (being within 5 feet of an enemy doesn't impose Disadvantage), range 80/320 ft. *Hit:* 3 (1d6) Piercing damage.

BONUS ACTIONS

Utility Drone (1/Day). The citizen activates a Tiny drone that hovers around it for 8 hours. When activated, and as a Bonus Action on subsequent turns for the duration, the citizen can command the drone to use the Help action to assist an ability check using the citizen's Handicraft proficiency.

CLOAKWING

Color-Shifting Sky Hunters

Habitat: Forest, Mountain; **Treasure:** None

Cloakwings are the ultimate aerial ambushers, swooping down from great canopies or mountaintops to snatch unsuspecting prey before they're even detected. Their skin is adapted to constantly shift color and pattern to provide near perfect camouflage, even while in motion. Their distinctive, ear-splitting screech is feared across the galaxy by any creature small enough to be carried off to a gruesome fate.

CLOAKWING

Large Monstrosity, Unaligned

AC 14 **Initiative** +7 (17)
HP 65 (10d10 + 10)
Speed 10 ft., Climb 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	16	+3	+5	CON	12	+1	+1
INT	7	−2	−2	WIS	14	+2	+2	CHA	8	−1	−1

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 14
Languages None
CR 3 (XP 700; PB +2)

TRAITS

Flyby. The cloakwing doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The cloakwing makes one Bite attack and one Claws attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

Claws. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from both of the cloakwing's claws.

Screech (Recharge 5–6). *Constitution Saving Throw:* DC 11, each creature within 30 feet that can hear the cloakwing. *Failure:* 14 (4d6) Thunder damage, and the target has the Deafened condition until the end of the cloakwing's next turn. *Success:* Half damage only.

BONUS ACTIONS

Ambush. The cloakwing takes the Hide action, even if it is in an enemy's line of sight. If successful, it gains the Invisible condition until the start of its next turn. The condition ends early if the cloakwing takes damage

CODESHAPERS

Reality-Bending Datamancers

Habitat: Planar (Hypergrid), Urban; **Treasure:** Arcana, Individual

Codeshapers manipulate the Hypergrid to alter reality, casting powerful spells and performing other impressive feats of technomancy. Many codeshapers are employed by numerous businesses and corporations of the galaxy, but some turn to criminal endeavors, using their mastery of code for profit and power.

CODESHAPER JUNIOR

Codeshaper juniors are novices who only recently sat behind their first real computer and began the process of unlocking the complex mysteries of the Hypergrid. They have learned to execute a handful of basic scripts, but their enthusiasm makes up for their inexperience. Most juniors learn from more senior codeshapers, starting their career as unpaid interns.

CODESHAPER

Codeshapers are proficient programmers of the Hypergrid, capable of executing a wider variety of reality-bending functions and an agile approach to code. They manipulate data that weaves throughout the galaxy to jolt their enemies, execute powerful scripts, or delete the magic of their foes from existence. They are typically employed by massive organizations where they work with other codeshapers, or they live a life of solo freelancing.

CODESHAPER TECHNOCRAT

Only a rare few programmers ascend in expertise and power to become codeshaper technocrats. Often driven by unbound ambition and the desire for immortality, they seek to shape an "unfit" reality to their own will to create a future of their making. The scripts they have mastered are immensely potent, allowing them to rewrite the code of a person's mind, step through the Hypergrid in an instant, or digitally replicate themselves upon death.

CODESHAPER JUNIOR

Medium or Small Humanoid (Gridrunner), Neutral

AC 12 **Initiative** +2 (12)
HP 17 (5d8 – 5)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	14	+2	+2	CON	9	–1	–1
INT	15	+2	+2	WIS	10	+0	+0	CHA	9	–1	–1

Skills Computers +4, Technology +4
Gear Spiking Deck
Senses Passive Perception 10
Languages Common
CR 1/2 (XP 100; PB +2)

TRAITS

Learner. When the junior succeeds on a D20 Test, it gains 5 Temporary Hit Points.

ACTIONS

Data Jolt. *Melee or Ranged Attack Roll:* +4, reach 10 ft. or range 60 ft. *Hit:* 9 (2d6 + 2) Force damage.

Spellcasting. The junior casts one of the following spells, using Intelligence as the spellcasting ability (save DC 12):

At Will: *Dancing Lights*, *Message*

1/Day Each: *Color Spray*, *Detect Magic*, *Unseen Servant*

CODESHAPER

Medium or Small Humanoid (Gridrunner), Neutral

AC 15 **Initiative** +2 (12)
HP 81 (18d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	−1	−1	DEX	14	+2	+2	CON	11	+0	+0
INT	17	+3	+6	WIS	11	+0	+0	CHA	9	−1	−1

Skills Computers +6, Technology +6
Resistances Lightning
Gear Spiking Deck
Senses Passive Perception 10
Languages Common, SIGNAL
CR 5 (XP 1,800; PB +3)

TRAITS

Inspect and Adapt. When the codeshaper fails a saving throw, it can choose to succeed on the next saving throw it makes within 1 minute.

ACTIONS

Multiattack. The codeshaper makes one Data Jolt attack and uses Grid Feedback. It can replace the Data Jolt attack with a use of Spellcasting.

Data Jolt. *Melee or Ranged Attack Roll:* +6, reach 10 ft. or range 60 ft. *Hit:* 17 (4d6 + 3) Force damage. *Miss:* The codeshaper has Advantage on the next attack roll it makes against the target.

Grid Feedback. *Constitution Saving Throw:* DC 14, one creature the codeshaper can see within 60 feet. *Failure:* 13 (3d8) Lightning damage, and the target has the Incapacitated condition until the start of the codeshaper's next turn.

Spellcasting. The codeshaper casts one of the following spells, using Intelligence as the spellcasting ability (save DC 14):

At Will: *Dancing Lights*, *Mage Armor* (included in AC), *Message*, *Minor Illusion*

1/Day Each: *Arcane Eye*, *Blindness/Deafness*, *Knock*, *Phantasmal Killer*, *Sending*

REACTIONS

Deletion Screen. The codeshaper casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

CODESHAPER TECHNOCRAT

Medium or Small Humanoid (Gridrunner), Neutral

AC 17 **Initiative** +7 (17)
HP 165 (30d8 + 30)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	16	+3	+7	CON	12	+1	+1
INT	21	+5	+9	WIS	12	+1	+1	CHA	12	+1	+1

Skills Computers +9, Technology +9
Resistances Force, Lightning
Gear Night Vision Googles, Spiking Deck
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common, SIGNAL
CR 12 (XP 8,400; PB +4)

TRAITS

Consciousness Upload. If the technocrat dies outside the Hypergrid, its consciousness awakens somewhere in the Hypergrid in a digital body 1d4 hours later with all its Hit Points. It regains any expended uses of its actions, and its creature type changes to Construct. It then loses this trait.

ACTIONS

Multiattack. The technocrat makes two Data Breach attacks and uses Grid Shock.

Data Breach. *Melee or Ranged Attack Roll:* +9, reach 15 ft. or range 90 ft. *Hit:* 27 (4d10 + 5) Force damage, and the technocrat learns one secret of its choice from the target's mind or any data storage devices the target carries.

Grid Shock. *Constitution Saving Throw:* DC 17, one or two creatures the mage can see within 60 feet. *Failure:* 18 (4d8) Lightning damage, and the target has the Stunned condition until the start of the technocrat's next turn. *Success:* Half damage only.

Spellcasting. The technocrat casts one of the following spells, using Intelligence as the spellcasting ability (save DC 17):

At Will: *Dancing Lights*, *Mage Armor* (included in AC), *Mage Hand*, *Message*, *Minor Illusion*

2/Day Each: *Lightning Bolt* (level 7 version), *Locate Creature*

1/Day Each: *Arcane Eye*, *Chain Lightning*, *Knock*, *Modify Memory*, *Sending*, *Teleportation Circle*, *Wall of Force*

REACTIONS

Escape Key. *Trigger:* The technocrat is hit by an attack roll. *Response:* The technocrat gains a +5 bonus to AC against the triggering attack. If this causes the attack to miss, the technocrat teleports to an unoccupied space it can see within 30 feet or to an unoccupied space within 120 feet that is within 5 feet of a computer terminal.

CRAG CRAWLER

Territorial Cliff Dwellers

Habitat: Coastal, Desert, Forest, Mountain; **Treasure:** None

Crag crawlers are incredibly aggressive and territorial hunters that typically make their home in dugouts along steep cliffsides. They climb along the crags to gain an advantageous position to strike at potential prey or even encroaching predators with their hooked claws and serrated tail. These crawlers are just as comfortable living a semi-aquatic life along sea cliffs as they are hunting in desert canyons, and every biome in between.

CRAG CRAWLER

Huge Monstrosity, Unaligned

AC 17 **Initiative** +5 (15)
HP 114 (12d12 + 36)
Speed 45 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+7	DEX	15	+2	+2	CON	16	+3	+3
INT	6	–2	–2	WIS	14	+2	+5	CHA	8	–1	–1

Skills Perception +8, Stealth +8
Senses Darkvision 60 ft.; Passive Perception 18
Languages None
CR 5 (XP 1,800; PB +3)

TRAITS

Amphibious. The crawler can breathe air and water.

Spider Climb. The crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The crawler makes one Bite attack and one Pincer attack. It can replace one attack with a Rending Tail attack.

Bite. *Melee Attack Roll:* +7 (with Advantage if the target is Grappled by the crawler), reach 5 ft. *Hit:* 20 (3d10 + 4) Slashing damage.

Pincer. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 14 (3d6 + 4) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two Pincers.

Rending Tail. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage. If the target is wearing armor, it is subjected to the following effect. *Dexterity Saving Throw:* DC 15. *Failure:* The target's armor takes a –1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

DEMOLITIONS EXPERT

Grenade-Lobbing Detonator

Habitat: Any; **Treasure:** Individual

Demolitions experts are volatile specialists trained to use explosives of all varieties. They are typically called in when a door needs to be breached or a structure needs to get brought down, but they are equally as effective at demolishing anyone in their way. In combat, they favor the use of a trusty grenade launcher that brings extra precision to the boom.

DEMOLITIONS EXPERT

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +4 (14)
HP 120 (16d8 + 48)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	18	+4	+7	CON	16	+3	+3
INT	15	+2	+2	WIS	9	−1	−1	CHA	11	+0	+0

Skills Athletics +7, Survival +5, Technology +5
Immunities Frightened
Gear Grenade Launcher, Frag Grenade, Medium Armor Suit
Senses Passive Perception 9
Languages Common
CR 6 (XP 2,300; PB +3)

TRAITS

Shaped Charges. The expert deals double damage to objects and structures.

ACTIONS

Stock Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Grenade Launcher. *Ranged Attack Roll:* +7, range 50/200 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage. *Hit or Miss:* Pick one grenade from the Throw Grenade action below to land on a point in the target's space.

Throw Grenade. The expert throws one of the following grenades at a point within 40 feet of itself (pick one or roll 1d4):

1. **Photon Grenade.** *Dexterity Saving Throw:* DC 15, each creature in a 10-foot Sphere originating from the point. *Failure:* 22 (5d8) Radiant damage. *Success:* Half damage.
2. **EMP Grenade.** *Constitution Saving Throw:* DC 15, each creature in a 10-foot Sphere originating from the point. *Failure:* 10 (3d6) Lightning damage, and Power Cells or powered devices the target is wearing or carrying don't function until the end of the expert's next turn. If the target is a Construct, it has the Stunned condition for the duration. *Success:* Half damage only.
3. **Flashbang Grenade.** *Constitution Saving Throw:* DC 15, each creature in a 20-foot Sphere originating from the point. *Failure:* The target has the Blinded condition for 1 minute or until its takes an action to rub its eyes.
4. **Thermite Grenade.** *Dexterity Saving Throw:* DC 15, each creature in a 10-foot Sphere originating from the point. *Failure:* 14 (4d6) Fire damage, and the target starts burning, taking 5 (1d10) Fire damage at the start of each of its turns instead of the normal burning damage. *Success:* Half damage only.

DRIFT GAUNTS

The Ones Who Never Came Home

Habitat: Space; **Treasure:** Armaments

Few things are as horrifying as a space explorer losing their tether back to their ship. They drift until they die from aether radiation, dehydration, or despair. Sinister powers feast upon their terror and grief, and when they are done, the bones still hunger.

Drift gaunts lurk in ruined space stations, lunar bases, and the wreckage of space battles. The bones still wear their space suits, often with the armor punctured or the helm shattered, and inflict the irradiated doom that claimed them upon any they encounter.

DRIFT GAUNT CADET

Some lingering impulse still binds drift gaunts to their chain of command. Drift gaunt cadets were once enlisted or junior officers, and they instinctively obey commands from higher-ranking drift gaunts—regardless of their society of origin. More rarely, they attempt to rejoin the service branch they belonged to in life, only to attack their former comrades. Tall tales told in every spaceport speak of drift gaunts spending an eternity in drill formation, awaiting their commander's return.

DRIFT GAUNT LIEUTENANT

Drift gaunt lieutenants were once intrepid explorers or special forces operatives. Now they gather drift gaunt cadets into their command and lead them against isolated space stations or lunar outposts. They tend to have visible insignia of their former lives.

DRIFT GAUNT COMMANDER

Formerly famous explorers or fearless warriors, drift gaunt commanders are outfitted with cutting-edge weapons, space suits, and other technology. Undeath means they can never enjoy their reputation and acclaim, and now they are doomed to a bitter eternity of vengeance against the living.

DRIFT GAUNT CADET

Medium Undead, Chaotic Evil

AC 15 **Initiative** –1 (9)
HP 71 (11d8 + 22)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	9	–1	–1	CON	14	+2	+4
INT	4	–3	–3	WIS	12	+1	+1	CHA	6	–2	–2

Gear Laser Carbine
Resistances Cold, Necrotic
Immunities Poison; Exhaustion, Paralyzed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 11
Languages Understands Common but can't speak
CR 3 (XP 700; PB +2)

TRAITS

Undead Fortitude. If damage reduces the drift gaunt to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the drift gaunt drops to 1 Hit Point instead.

ACTIONS

Multiattack. The drift gaunt makes two Irradiated Slam attacks or two Laser Carbine attacks. It can replace one attack with a use of Unmask if available.

Irradiated Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 4 (1d8) Necrotic damage.

Laser Carbine. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 10 (2d6 + 3) Radiant damage.

Unmask (1/Day). *Constitution Saving Throw:* DC 13, each non-Undead creature in a 20-foot Emanation originating from the drift gaunt. *Failure:* 11 (2d10) Necrotic damage, and the creature has the Poisoned condition until the start of the drift gaunt's next turn. *Success:* Half damage only.

BONUS ACTIONS

Air Jets. The drift gaunt releases compressed air to move up to 10 feet in any direction without provoking Opportunity Attacks. This distance is doubled in environments with reduced or no gravity.

DRIFT GAUNT LIEUTENANT

Medium Undead, Chaotic Evil

AC 16 **Initiative** +5 (15)
HP 130 (20d8 + 40)
Speed 30 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	12	+1	+1	CON	14	+2	+6
INT	11	+0	+0	WIS	12	+1	+5	CHA	11	+0	+0

Skills Perception +5
Gear Plasma Rifle
Resistances Cold, Necrotic
Immunities Poison; Exhaustion, Paralyzed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common
CR 9 (XP 5,000; PB +4)

TRAITS

Jetpack. The drift gaunt wears a damaged jetpack on its back. While wearing it, the drift gaunt has a Fly Speed of 40 ft., can hover, and can use the Rocket Jets Bonus Action.

The jetpack has AC 13; HP 25; and Immunity to Necrotic, Poison, and Psychic damage. If the jetpack is reduced to 0 Hit Points, it explodes. *Dexterity Saving Throw:* DC 14, each creature in a 20-foot Emanation originating from the jetpack. The drift gaunt automatically fails this save. *Failure:* 21 (6d6) Fire damage. *Success:* Half damage.

Undead Fortitude. If damage reduces the drift gaunt to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the drift gaunt drops to 1 Hit Point instead.

ACTIONS

Multiattack. The drift gaunt makes three Irradiated Slam attacks or three Plasma Rifle attacks. It can replace one attack with a use of Unmask if available.

Irradiated Slam. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 4 (1d8) Necrotic damage.

Plasma Rifle. *Ranged Attack Roll:* +8, range 200/800 ft. *Hit:* 13 (2d8 + 4) Lightning damage. Until the start of the drift gaunt's next turn, the target's Speed is halved, and the next attack against the target has Advantage.

Unmask (1/Day). *Constitution Saving Throw:* DC 14, each non-Undead creature in a 10-foot Emanation originating from the drift gaunt. *Failure:* 16 (3d10) Necrotic damage, and the target has the Poisoned condition until the start of the drift gaunt's next turn.

BONUS ACTIONS

Rocket Jets (Requires Jetpack). The drift gaunt fires its jetpack burners to move up to 40 feet in any direction without provoking Opportunity Attacks. This distance is doubled in environments with reduced or no gravity.

DRIFT GAUNT COMMANDER

Medium Undead, Chaotic Evil

AC 19 **Initiative** +7 (17)
HP 195 (26d8 + 78)
Speed 30 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	DEX	15	+2	+2	CON	16	+3	+8
INT	16	+3	+3	WIS	15	+2	+7	CHA	18	+4	+4

Skills Perception +7, Stealth +7
Gear Plasma Rifle
Resistances Cold, Necrotic
Immunities Poison; Exhaustion, Paralyzed, Poisoned
Senses Darkvision 120 ft.; Passive Perception 17
Languages Common
CR 13 (XP 10,000; PB +5)

TRAITS

Personal Warp Generator. The drift gaunt wears a damaged personal warp generator on its back. While wearing it, the drift gaunt has a Fly Speed of 40 ft., can hover, and can use the Warp Cells Bonus Action.

The generator has AC 15; HP 40; and Immunity to Necrotic, Poison, and Psychic damage. If the generator is reduced to 0 Hit Points, it explodes. *Strength Saving Throw:* DC 16, each creature in a 20-foot Emanation originating from the generator. The drift gaunt automatically fails this save. *Failure:* 35 (10d6) Force damage, and the target is pulled 10 feet toward the generator. *Success:* Half damage only.

Undead Fortitude. If damage reduces the drift gaunt to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the drift gaunt drops to 1 Hit Point instead.

ACTIONS

Multiattack. The drift gaunt makes three Irradiated Slam attacks or three Plasma Cannon attacks. It can replace one attack with a use of Death's-Head Visage if available.

Irradiated Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (3d6 + 5) Bludgeoning damage plus 4 (1d8) Necrotic damage. If the target is a creature, it has the Grappled condition (escape DC 15) from one of two hands.

Plasma Cannon. *Ranged Attack Roll:* +10, range 200/800 ft. *Hit:* 18 (3d8 + 5) Lightning damage. Until the start of the drift gaunt's next turn, the target's Speed is halved, and the next attack against the target has Advantage.

Death's-Head Visage (1/Day). *Constitution Saving Throw:* DC 16, each non-Undead creature in a 30-foot Cone. *Failure:* 16 (3d10) Psychic damage, and the target has the Frightened condition. The target repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Frightened, the target has the Paralyzed condition.

BONUS ACTIONS

Commanding Presence. The drift gaunt chooses one of its allies within 30 feet. That creature can take a Reaction to make an attack against a target that it and the drift gaunt can see.

Warp Cells (Requires Personal Warp Generator). The drift gaunt activates its personal warp generator to teleport, along with one creature it is grappling, up to 120 feet in any direction.

ERADICATOR MODEL

Relentless Machine of Extermination

Habitat: Planar (Cacophony); **Treasure:** Armaments

Eradicator units are the metallic foot soldiers and shock troops of Progress, manufactured in Cacophony through the fusion of machine and fiendish malevolence. They move forward with an absolute will to eradicate the disorderly, obsolete, and opposition to the march of Progress. These hellish war machines are built to endure heavy assault, keeping them moving and killing with their advanced armatures.

ERADICATOR MODEL

Medium Fiend (Progress), Lawful Evil

AC 17 **Initiative** +3 (13)
HP 82 (11d8 + 33)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+6	DEX	16	+3	+3	CON	16	+3	+6
INT	16	+3	+3	WIS	10	+0	+0	CHA	6	−2	−2

Skills Athletics +6, Computers +6, Technology +6, Perception +6
Gear Plasma Rifle
Immunities Lightning, Poison; Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft.; Passive Perception 16
Languages Dissonant, SIGNAL; telepathy 60 ft.
CR 5 (XP 1,800; PB +3)

TRAITS

Discordant Restoration. If the eradicator dies outside Cacophony, its body crumbles into rust, and it gains a new body instantly, reviving with all its Hit Points somewhere in Cacophony.

Magic Resistance. The eradicator has Advantage on saving throws against spells and other magical effects.

March of Progress. The eradicator's Speed can't be reduced by magic, and it doesn't expend additional movement to move through Difficult Terrain.

Self-Repair. The eradicator regains 15 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't immersed in lava or molten metal. If the eradicator takes Acid damage, this trait doesn't function at the start of the eradicator's next turn.

ACTIONS

Multiattack. The eradicator makes two Pulverize or Plasma Rifle attacks.

Pulverize. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage, and the target has Disadvantage on attack rolls until the start of the eradicator's next turn.

Plasma Rifle. *Ranged Attack Roll:* +6, range 200/800 ft. *Hit:* 14 (2d10 + 3) Lightning damage.

REACTIONS

Adaptive Resistance (1/Day). *Trigger:* The eradicator takes damage. *Response:* The eradicator gains Resistance to the triggering damage type for 1 minute.

GRIDGEIST

Ghost in the Grid

Habitat: Planar (Hypergrid); **Treasure:** None

Gridgeists are lost souls trapped in the Hypergrid that can possess and control just about any type of technology, sapient or otherwise. Most manifest when a person dies while their mind is connected or projected into the Hypergrid. Though they have ways to defend themselves in their incorporeal form, gridgeists spend the majority of their time inhabiting electronics and wreaking havoc.

GRIDGEIST

Medium Undead, Chaotic Evil

AC 13 **Initiative** +2 (12)
HP 22 (5d8)
Speed 30 ft., Fly 60 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	−5	−5	DEX	14	+2	+2	CON	10	+0	+0
INT	15	+2	+2	WIS	12	+1	+1	CHA	11	+0	+0

Skills Computers +6, Perception +3
Resistances Acid, Bludgeoning, Cold, Fire, Piercing, Slashing, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Blindsight 60 ft.; Passive Perception 13
Languages Common, SIGNAL
CR 1 (XP 200; PB +2)

TRAITS

Incorporeal Movement. The gridgeist can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object it isn't possessing.

ACTIONS

Slam (Possess Objects Only). *Melee Attack Roll:* +4, reach 5 ft. *Hit:* Bludgeoning damage based on the size of the object the gridgeist is possessing: Medium or smaller 4 (1d4 + 2), Large 5 (1d6 + 2), or Huge 7 (1d10 + 2). If the gridgeist moved at least 10 feet in a straight line immediately before the hit, the target takes an extra 4 (1d8) Lightning damage.

Static Discharge. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 60 ft. *Hit:* 9 (2d6 + 2) Lightning damage.

Digital Possession (Recharge 6). The gridgeist uses one of the following options:

Possess Construct. *Charisma Saving Throw*: DC 12, one Construct the gridgeist can see within 5 feet. *Failure*: The target is possessed by the gridgeist; the gridgeist disappears, and the target has the Incapacitated condition and loses control of its body. The gridgeist now controls the body, but the target retains awareness. The gridgeist can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. The gridgeist's game statistics are the same, except it uses the possessed target's Speed as well as the target's Strength, Dexterity, and Constitution modifiers. In addition, the gridgeist can use any of the target's actions.

The possession lasts until the Construct drops to 0 Hit Points or the gridgeist leaves as a Bonus Action. When the possession ends, the gridgeist appears in an unoccupied space within 5 feet of the target, and the target is immune to this gridgeist's Digital Possession for 24 hours.

Success: The target is immune to this gridgeist's Possession for 24 hours.

Possess Object. The gridgeist possesses one Huge or smaller nonmagical object it can see within 5 feet that isn't being worn or carried; the gridgeist disappears, and the target effectively becomes the gridgeist's body. While possessing an object, the gridgeist's game statistics are the same, except it uses the object's size, its Speed becomes 40 feet, and it has Resistance to all damage types except Lightning and Psychic. Any damage or effects dealt to the possessed object affect the gridgeist.

The possession lasts until the gridgeist leaves as a Bonus Action, the gridgeist is dealt 10 or more Lightning damage in a single turn, or the gridgeist dies. When the possession ends, the gridgeist appears in an unoccupied space within 5 feet of the target.

BONUS ACTIONS

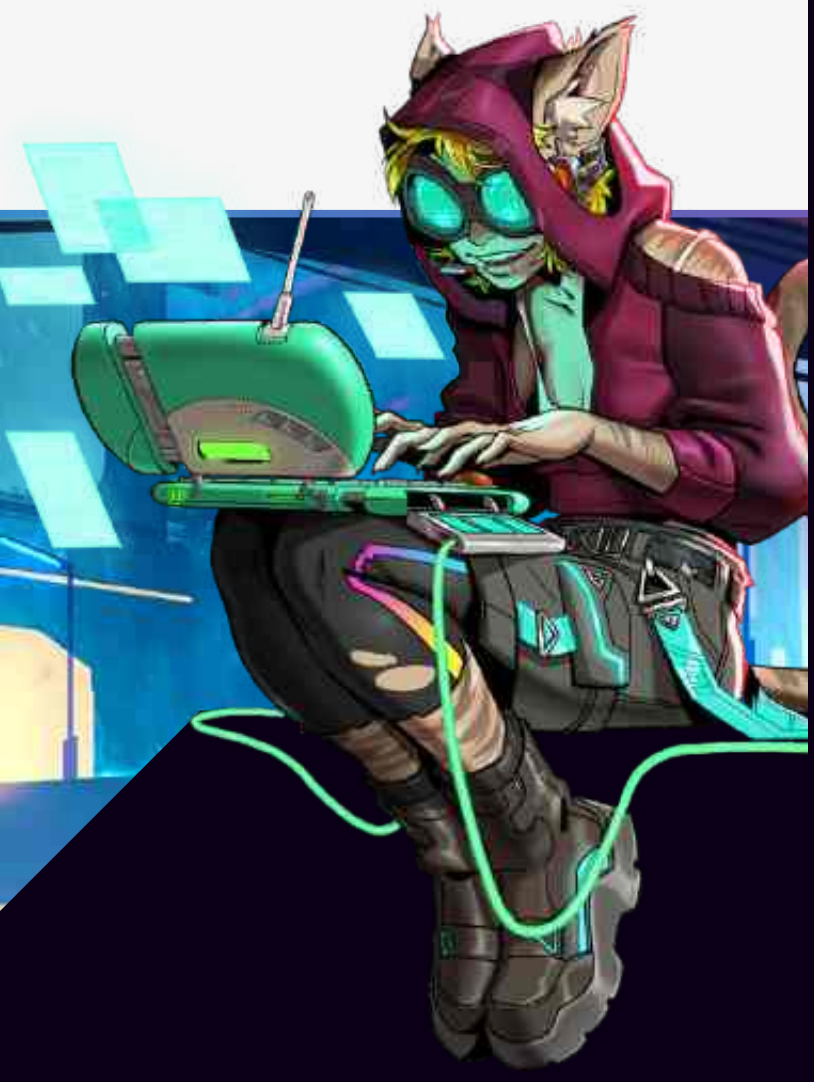
Network Teleport. While the gridgeist is occupying the same space as an object with a power or data connection, it teleports up to 120 feet to another object connected to the same power or data network. If the gridgeist is possessing a target when it takes this action, the possession ends.

GRID SPIKER

Savvy Hackers of the Hypergrid

Habitat: Urban; **Treasure:** Arcana, Individual

Grid spikers are computer specialists who code the Hypergrid not for the sake of magic, but to hide or seek information, money, or control. They are masters of their Spiking Decks, which become almost an extension of themselves as they exploit vulnerabilities in any system they come across. Any self-respecting grid spiker also has a memorable pseudonym to use while pursuing illegal grid spiking.



GRID SPIKER

Medium or Small Humanoid, Neutral

AC 15 **Initiative** +3 (13)
HP 104 (19d8 + 19)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	16	+3	+3	CON	12	+1	+1
INT	17	+3	+3	WIS	10	+0	+0	CHA	10	+0	+0

Skills Computers +9, Technology +6
Gear Heavy Laser Pistol, Light Armor (Composite Weave Module), Spiking Deck
Senses Passive Perception 10
Languages Common, SIGNAL
CR 6 (XP 2,300; PB +3)

TRAITS

Admin Access. Programs and robots have Disadvantage on attack rolls against the spiker, and the spiker has Advantage on saving throws against effects caused by them.

ACTIONS

Multiattack. The spiker makes three Heavy Laser Pistol attacks.

Heavy Laser Pistol. *Ranged Attack Roll:* +6 (being within 5 feet of an enemy doesn't impose Disadvantage), range 50/200 ft. *Hit:* 12 (2d8 + 3) Radiant damage.

Overload (1/Day). *Dexterity Saving Throw:* DC 14, each creature in a 20-foot Sphere centered on a point the spiker can see within 60 feet. *Failure:* 10 (3d6) Fire damage and 10 (3d6) Lightning damage, and the target has the Blinded condition until the start of the spiker's next turn.

BONUS ACTIONS

Device Control. The spiker uses its Spiking Deck to take the Utilize action on any electronic device within 120 feet that isn't being worn or carried.

REACTIONS

Take Cover. *Trigger:* The spiker has no Cover and is targeted by an attack. *Response:* The spiker moves up to half its Speed without provoking Opportunity Attacks.

AVANTRIS.COM/NEON-SURVEY

HIVE RAVAGER

Frontline Soldier of the Swarm

Habitat: Planar (Cacophony); **Treasure:** Armaments

Hive ravagers are the rank and file of Instinct Discordant swarms. They are typically employed in the swarming hordes of nearly endless Fiends that consume any civilization in their path, but they also guard the egg chambers and spawning pools within their great hives. Anything that isn't torn apart by their scythe-like arms and jagged spines are dissolved in the deadly acid that drips from their maws.

HIVE RAVAGER

Large Fiend (Instinct), Chaotic Evil

AC 14 **Initiative** +2 (12)
HP 120 (16d10 + 32)
Speed 40 ft., Burrow 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	14	+2	+5
INT	10	+0	+0	WIS	14	+2	+5	CHA	10	+0	+0

Skills Athletics +6, Perception +5
Immunities Acid; Charmed, Frightened
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common, Dissonant; telepathy 120 ft. (with other creatures of Instinct only)
CR 5 (XP 1,800; PB +3)

TRAITS

Discordant Restoration. If the ravager dies outside Cacophony, its body dissolves into ichor, and it gains a new body with all its Hit Points somewhere in Cacophony.

Instinctual Avoidance (1/Day). If the ravager fails a Strength, Dexterity, or Constitution saving throw, it can choose to succeed instead.

Pack Tactics. The ravager has Advantage on an attack roll against a creature if at least one of the ravager's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Siege Monster. The ravager deals double damage to objects and structures.

ACTIONS

Multiattack. The ravager makes two attacks, using Scythe Claw or Caustic Spine in any combination.

Scythe Claw. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d12 + 3) Slashing damage plus 7 (2d6) Acid damage.

Caustic Spine. *Ranged Attack Roll:* +6, range 30 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 10 (3d6) Acid damage.

Acid Spew (Recharge 4–6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot Cone. *Failure:* 19 (3d12) Acid damage. *Success:* Half damage.

HOLLOW HUNGER

Ashen Life-Leeches

Habitat: Planar (Cacophony); **Treasure:** Any

Hollow hungers are the quintessential Fiends of Entropy that have an unquenchable appetite for life essence. They are entirely empty, and no matter how much energy they consume, they are never satiated. The forces of Entropy unleash these wretches as terrifying predators who stalk the night and drag their shrieking victims into the darkness, never to be seen again.

HOLLOW HUNGER

Medium Fiend (Entropy), Lawful Evil

AC 16 **Initiative** +5 (15)
HP 90 (12d8 + 36)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	15	+2	+5	CON	16	+3	+6
INT	12	+1	+1	WIS	11	+0	+0	CHA	6	−2	−2

Skills Acrobatics +5, Perception +3, Stealth +8
Immunities Cold, Necrotic
Senses Darkvision 120 ft.; Passive Perception 13
Languages Common, Dissonant; telepathy 120 ft.
CR 5 (XP 1,800; PB +3)

TRAITS

Discordant Restoration. If the hunger dies outside Cacophony, its body crumbles to ash, and it gains a new body instantly, reviving with all its Hit Points somewhere in Cacophony.

Spider Climb. The hunger can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The hunger makes two Claw attacks. It can replace one Claw attack with a use of Siphon Life.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 9 (2d8) Cold damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

Siphon Life. *Constitution Saving Throw:* DC 14, one creature within 5 feet that has the Grappled, Incapacitated, or Restrained condition. *Failure:* The target takes 5 (1d4 + 3) Necrotic damage and gains 1 Exhaustion level. The hunger regains 10 Hit Points.

Quell Warmth (Recharge 6). *Constitution Saving Throw:* DC 14, each creature in a 20-foot Cone. *Failure:* The target takes 17 (5d6) Cold damage, its Speed is halved, and it has Disadvantage on attack rolls and ability checks. The target repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. *Success:* Half damage only.

BONUS ACTIONS

Ashen Step. The hunger teleports up to 30 feet to an unoccupied space it can see. A creature Grappled by the hunger must succeed on a DC 14 Charisma saving throw or teleport with it.

ICE STALKER

Terror of the Tundra

Habitat: Arctic; **Treasure:** None

The apex predators of frigid climates, ice stalkers claim vast territories across the galaxy, and the tundras, mountains, and frozen shorelines are their hunting grounds. Perfectly camouflaged amid snow and ice, they shadow their prey for days. When they strike, their hooked claws open deep wounds, allowing them to follow the scent of blood when snowstorms obscure their quarry.

ICE STALKER

Large Monstrosity, Unaligned

AC 15 **Initiative** +6 (16)
HP 136 (13d10 + 65)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	22	+6	+6	DEX	16	+3	+3	CON	20	+5	+8
INT	5	−3	−3	WIS	14	+2	+2	CHA	9	−1	−1

Skills Perception +5, Stealth +9, Survival +5
Immunities Cold
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 8 (XP 3,900; PB +3)

TRAITS

Abduct. The stalker needn't spend extra movement to move a creature it is grappling.

Blood Tracker. The stalker has Advantage on Wisdom checks made to find or track any creature that doesn't have all its Hit Points.

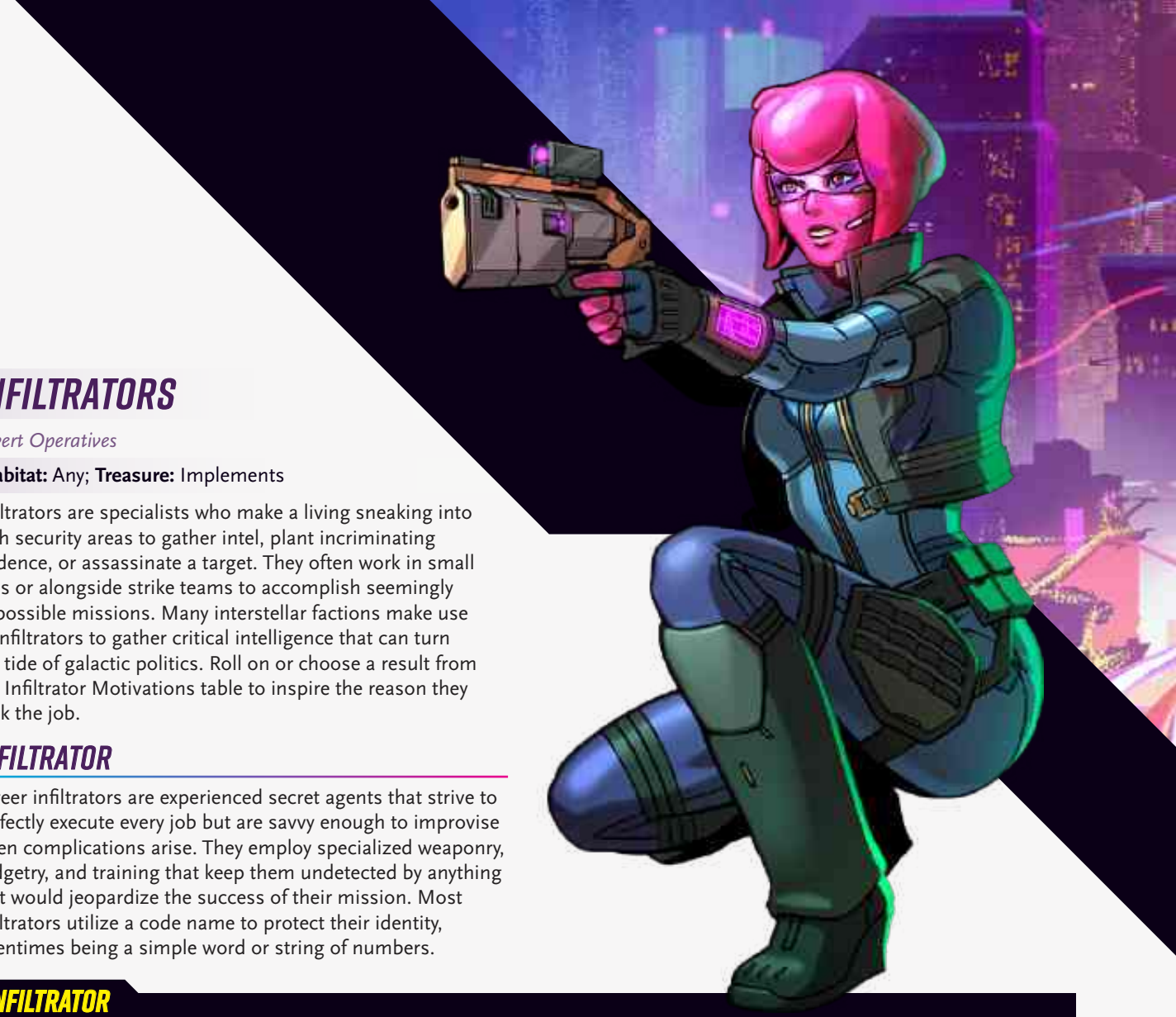
Ice Walk. The stalker can move across and climb icy surfaces without needing to make an ability check, and Difficult Terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The stalker makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 17 (2d10 + 6) Piercing damage, and the target has the Grappled condition (escape DC 16).

Claw. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage. If the target is a creature and doesn't already have a ragged wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 17. *Failure:* The target receives a ragged wound. While wounded, the target loses 7 (2d6) Hit Points at the start of each of its turns. The wound closes after 1 minute, after the target regains any Hit Points, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 17 Wisdom (Medicine) check.



INFILTRATORS

Covert Operatives

Habitat: Any; **Treasure:** Implements

Infiltrators are specialists who make a living sneaking into high security areas to gather intel, plant incriminating evidence, or assassinate a target. They often work in small cells or alongside strike teams to accomplish seemingly impossible missions. Many interstellar factions make use of infiltrators to gather critical intelligence that can turn the tide of galactic politics. Roll on or choose a result from the Infiltrator Motivations table to inspire the reason they took the job.

INFILTRATOR

Career infiltrators are experienced secret agents that strive to perfectly execute every job but are savvy enough to improvise when complications arise. They employ specialized weaponry, gadgetry, and training that keep them undetected by anything that would jeopardize the success of their mission. Most infiltrators utilize a code name to protect their identity, oftentimes being a simple word or string of numbers.

INFILTRATOR

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +7 (17)
HP 84 (13d8 + 26)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	18	+4	+7	CON	15	+2	+2
INT	12	+1	+1	WIS	15	+2	+5	CHA	10	+0	+0

Skills Acrobatics +7, Perception +5, Stealth +7
Gear Light Armor (Composite Weave Module)
Senses Passive Perception 15
Languages Common plus one other language
CR 5 (XP 1,800; PB +3)

ACTIONS

Multiattack. The infiltrator makes two attacks, using Serrated Blade or Blackout Pistol in any combination.

Serrated Blade. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 7 (2d6) Poison damage. If the target is a creature and doesn't already have a deep wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target receives a deep wound. While wounded, the target loses 6 (1d12) Hit Points at the start of each of its turns. The wound closes after 1 minute, after the target regains any Hit Points, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 15 Wisdom (Medicine) check.

Blackout Pistol. *Ranged Attack Roll:* +7 (being within 5 feet of an enemy doesn't impose Disadvantage), range 80/320 ft. *Hit:* 7 (1d6 + 4) Force damage, and the target has the Blinded condition until the start of the infiltrator's next turn.

BONUS ACTIONS

Vanish. The infiltrator gives itself the Invisible condition until it loses Concentration. The condition ends immediately after the infiltrator hits or misses with an attack roll.

REACTIONS

Agile Escape. *Trigger:* The infiltrator is hit by an attack roll. *Response:* The infiltrator halves the damage (round down) it takes from that attack.

INFILTRATOR SPECTER

Medium or Small Humanoid, Neutral

AC 17 **Initiative** +9 (19)
HP 153 (18d8 + 72)
Speed 35 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	20	+5	+9	**CON**	18	+4	+8
INT	13	+1	+1	**WIS**	17	+3	+7	**CHA**	16	+3	+3

Skills Acrobatics +13, Deception +11, Perception +7, Stealth +9
Immunities Exhaustion, Poisoned
Gear Light Armor (Composite Weave Module)
Senses Passive Perception 17
Languages Common plus one other language
CR 10 (XP 5,900; PB +4)

TRAITS

Poisoner. Poison damage dealt by the specter ignores Resistance.

ACTIONS

Multiattack. The specter makes three Toxic Stiletto attacks or two Blackout Rifle attacks.

Toxic Stiletto. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 20/60 ft. *Hit:* 8 (1d6 + 5) Piercing damage. If the target is a creature, it must make the following saving throw. *Constitution Saving Throw:* DC 17. *Failure:* The target has the Poisoned condition. While Poisoned, the target can't regain Hit Points and takes 17 (5d6) Poison damage at the start of each of its turns. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Blackout Rifle. *Ranged Attack Roll:* +9, range 200/800 ft. *Hit:* 22 (5d6 + 5) Force damage, and the target has the Blinded condition until the start of the specter's next turn.

BONUS ACTIONS

Vanish. The specter gives itself the Invisible condition until it loses Concentration. The condition ends immediately after the specter hits or misses with an attack roll.

REACTIONS

Deflect. *Trigger:* The specter is hit by an attack roll while holding a weapon. *Response:* The specter adds 4 to its AC against that attack, possibly causing it to miss.

INFILTRATOR SPECTER

Elite infiltrators who complete and survive numerous missions become specters, agents of legend who move more like ghosts than mortals. They are often the most valuable resource that a military or commercial power has, and the jobs that are of interest to them offer exorbitant rewards. The tech at their disposal increases their stealth and combat capabilities immensely, and they often strike fear in the hearts of any security force that stands between them and their objective.

JAWTRAP

Large Plant, Unaligned

AC 14 **Initiative** +2 (12)
HP 30 (4d10 + 8)
Speed 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	14	+2	+2
INT	3	−4	−4	WIS	10	+0	+0	CHA	8	−1	−1

Skills Perception +2
Senses Tremorsense 60 ft.; Passive Perception 12
Languages None
CR 1 (XP 200; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 14 (2d10 + 3) Piercing damage.

Spit. *Ranged Attack Roll:* +4, range 30/90 ft. *Hit:* The target is affected by the plant's spit variation, which is determined by its environment from the following options:

Barbed Seed (Any). 9 (2d6 + 2) Piercing damage, and the target is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* 4 (1d8) Piercing damage.

Boom Pod (Mountain or Ocean). 9 (2d6 + 2) Thunder damage, and the target is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target has the Prone condition.

Ice Shard (Arctic). 5 (1d6 + 2) Cold damage, and the target is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* Until the start of the plant's next turn, the target's Speed is reduced by 10 feet, and it has Disadvantage on saving throws.

Incendiary Resin (Desert or Volcanic). 9 (2d6 + 2) Fire damage, and the target is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target starts burning. A burning target takes 5 (1d10) Fire damage instead of the normal damage.

Toxic Glob (Swamp or Underground). 9 (2d6 + 2) Poison damage, and the target has the Poisoned condition until the start of the plant's next turn.

REACTIONS

Feed Me. *Trigger:* A creature is reduced to 0 Hit Points within 10 feet of the jawtrap. *Response:* The jawtrap regains 5 Hit Points.

JAWTRAP

Plant with a Killer Chomp

Habitat: Any; **Treasure:** None

Jawtraps are voracious carnivorous plants that can be found on most planets and nearly every biome of the galaxy. While most hunting flora will lay in wait for prey, jawtraps aggressively seek out their meals or fights with creatures that encroach into their territory. When they encounter potential food, they spit out a strange secretion to weaken their prey before devouring it in their split, toothy jaws.

MALEVOTRONIC

Medium Construct, Chaotic Evil

AC 15 **Initiative** +3 (13)
HP 123 (19d8 + 38)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	10	+0	+0	**CON**	15	+2	+5
INT	8	−1	−1	**WIS**	13	+1	+1	**CHA**	14	+2	+2

Skills Deception +8, Perception +4
Immunities Poison; Charmed, Frightened, Exhaustion, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft.; Passive Perception 14
Languages SIGNAL; understands Common but can't speak
CR 8 (XP 3,900; PB +3)

TRAITS

Constricting Grip. When the malevotronic starts its turn, it deals 5 (1d10) Bludgeoning damage to creatures it is grappling. If it is grappling a creature more than 5 feet from it, it pulls the creature to an unoccupied space within 5 feet.

Electrical Short. While the malevotronic is Bloodied, any creature that starts its turn within 10 feet of the malevotronic takes 5 (1d10) Lightning damage.

Jump Scare. When the malevotronic rolls Initiative, each creature within 30 feet that can see it must succeed on DC 13 Wisdom saving throw or have the Frightened condition until the end of the target's next turn.

ACTIONS

Multiattack. The malevotronic makes two Animatronic Grasp attacks. It can replace one of these attacks with a Crushing Bite attack.

Animatronic Grasp. *Melee or Ranged Attack Roll:* +7, reach 5 ft or range 30 ft. *Hit:* 17 (3d8 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two arms, and it has the Restrained condition until the grapple ends.

Crushing Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 31 (5d10 + 4) Bludgeoning damage. *Hit or Miss:* If this attack targets a creature the malevotronic is grappling, the grapple ends.

MALEVOTRONIC

Malfunctioning Mascots of Murder

Habitat: Urban; **Treasure:** Implements

Malevotronics are animatronics that have developed a wicked consciousness and the desire to kill. Often abandoned and long forgotten, some malevotronics were programmed to be evil by villainous creators, while others have been corrupted by a virus or malevolent spirit. These machines typically appear as friendly humanoid animals with faded upholstery and tattered clothing that was once the hip fashion of the time. Now they desire to crush victims in their powerful clutches and more brutal jaws of metal.

MARINES

Frontline Forces of the Galaxy

Habitat: Any; **Treasure:** Armaments

Marines are the quintessential soldiers that fight in wars across the galaxy. They are disciplined, organized, and well-trained combat forces that can be found among all factions and militaries. Whether in service to a planetary government or army-for-hire, a platoon of marines is a force to be reckoned with.

MARINE

The grunts of every military force, marine infantry are trained to follow orders and complete the mission. Individually, they are only threatening to the most basic of combatants, but a full squad of marine infantry can overrun even powerful foes, especially when accompanied by at least one superior officer.

MARINE

Medium or Small Humanoid, Neutral

AC 14 **Initiative** +2 (12)
HP 16 (3d8 + 3)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	14	+2	+2	CON	12	+1	+1
INT	10	+0	+0	WIS	11	+0	+0	CHA	10	+0	+0

Skills Athletics +4
Gear Assault Rifle, Light Armor (Composite Weave Module), Quickblade
Senses Passive Perception 10
Languages Common plus one other language
CR 1/4 (XP 50; PB +2)

TRAITS

Pack Tactics. The marine has Advantage on an attack roll against a creature if at least one of the marine's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Quickblade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

Assault Rifle. *Ranged Attack Roll:* +4, range 200/800 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

MARINE SERGEANT

Combat trained and battle tested, marine sergeants have proven themselves worthy of command. Sergeants do not shy from combat, often commanding their troops from the front lines and making use of the honorary powered weapons they carry.

MARINE COMMANDER

Among the top brass of a military unit, marine commanders are the tacticians on the battlefield. Though they are capable combatants in their own right, a commander's greatest strength lies in their ability to analyze the battle and command their troops to take advantage of the enemy's weaknesses.

MARINE SERGEANT

Small or Medium Humanoid, Neutral

AC 16 **Initiative** +4 (14)
HP 78 (12d8 + 24)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	14	+2	+4
INT	13	+1	+1	WIS	12	+2	+4	CHA	13	+1	+1

Skills Intimidation +5, Perception +4
Gear Medium Armor Suit, Combat Sword, Incendiary Grenade
Senses Passive Perception 14
Languages Common plus one other language
CR 4 (XP 1,100; PB +2)

ACTIONS

Multiattack. The sergeant makes two attacks, using Shock Blade or Blaze Pistol in any combination.

Shock Blade. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Lightning damage.

Blaze Pistol. *Ranged Attack Roll:* +5 (being within 5 feet of an enemy doesn't impose Disadvantage), range 80/320 ft. *Hit:* 6 (1d6 + 3) Fire damage, and the target takes 2 (1d4) Fire damage at the start of its next turn.

Grenade (2/Day). *Dexterity Saving Throw:* DC 15, each creature in a 20-foot Sphere centered on a point within 60 feet. *Failure:* 18 (4d8) Fire damage. *Success:* Half damage.

BONUS ACTIONS

Command: Forward March. One ally who can hear the sergeant can take a Reaction to move up to half of the ally's Speed without provoking Opportunity Attacks.

REACTIONS

Parry. *Trigger:* The sergeant is hit by a melee attack roll while holding a weapon. *Response:* The sergeant adds 2 to its AC against that attack, possibly causing it to miss.

MARINE COMMANDER

Small or Medium Humanoid, Neutral

AC 18 **Initiative** +9 (19)
HP 170 (20d8 + 80)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	20	+5	+5	**CON**	18	+4	+8
INT	17	+3	+7	**WIS**	14	+2	+6	**CHA**	14	+2	+2

Skills History +7, Insight +6, Perception +6, Persuasion +6
Gear Breaker Sword, Heavy Armor (Dynasteel Plating Module), Plasma Pistol
Senses Passive Perception 16
Languages Common plus one other language
CR 10 (XP 5,900; PB +4)

TRAITS

Aura of Discipline. While in a 20-foot Emanation originating from the commander, the commander and its allies have Advantage on Wisdom saving throws.

ACTIONS

Multiattack. The commander makes three attacks, using Breaker Sword or Plasma Pistol in any combination.

Breaker Sword. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage plus 6 (1d12) Force damage.

Plasma Pistol. *Ranged Attack Roll:* +9 (being within 5 feet of an enemy doesn't impose Disadvantage), range 80/320 ft. *Hit:* 14 (2d8 + 5) Lightning damage, and the target has Disadvantage on the next attack roll it makes before the start of the commander's next turn.

Photon Grenade (1/Day). *Dexterity Saving Throw:* DC 15, each creature in a 20-foot Sphere centered on a point within 60 feet. *Failure:* 36 (8d8) Radiant damage, and the target has the Blinded condition until the end of the commander's next turn. *Success:* Half damage only.

BONUS ACTIONS

Command: Charge. Each ally who can hear the commander can take a Reaction to move up to half of the ally's Speed without provoking Opportunity Attacks and has Advantage on the next attack roll it makes before the start of the commander's next turn.

Command: Target Acquired. The commander targets one creature it can see within 120 feet. Until the start of the commander's next turn, the commander and each of its allies deal an extra 3 (1d6) Force damage to the target the first time they hit it with an attack roll on a turn.

REACTIONS

Command: Hit the Deck. *Trigger:* An ally the commander can see within 120 feet makes a Dexterity saving throw to take only half damage from an effect. *Response:* The ally has Advantage on the Dexterity saving throw, and it instead takes no damage if it succeeds on the save and only half damage if it fails.

MURDER CLOWN

Motley Fool from Outer Space

Habitat: Planar (Cacophony); **Treasure:** Implements

Murder clowns are the most common reveler in the Cacophonous circus of Thrill, appearing as fiendish fools with grotesque visages. They wander and cavort across many worlds to corrupt the populace to thrilling excess, often in disguise and under the cover of entertainment. When ready to begin the carnival of carnage, they reveal their true forms, paint the town prismatic, and feast upon the innocent with mocking glee.

MURDER CLOWN

Medium or Small Fiend (Thrill), Chaotic Evil

AC 15 **Initiative** +3 (13)
HP 91 (14d8 + 28)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	16	+3	+6	CON	14	+2	+2
INT	9	–1	–1	WIS	8	–1	–1	CHA	16	+3	+3

Skills Acrobatics +6, Deception +6, Performance +6
Immunities Psychic; Frightened, Stunned
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Dissonant
CR 5 (XP 1,800; PB +3)

TRAITS

Clown Space. The clown can move through a creature's space or a space as narrow as 6 inches without expending extra movement. While the clown is a Passenger or Crew in a vehicle, it takes up only 1/10th of the space of a Medium creature.

Discordant Restoration. If the clown dies outside Cacophony, its body pops into confetti, and it gains a new body instantly, reviving with all its Hit Points somewhere in Cacophony.

ACTIONS

Multiattack. The clown makes two Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is also the current Mockery target, it takes an extra 7 (2d6) Psychic damage.

Paint Gun. *Ranged Attack Roll:* +6, range 30/90 ft. *Hit:* 17 (4d6 + 3) Acid damage, and the target has the Blinded condition until the start of the clown's next turn. If the target is also the current Mockery target, it takes an extra 7 (2d6) Psychic damage.

BONUS ACTIONS

Mockery. The clown can alter its appearance to a twisted mockery of one creature it can see. The target has Advantage on attack rolls against the clown, and the clown's attacks deal extra damage to the target (included in the attacks above). If the clown reduces its Mockery target to 0 Hit Points, the target's appearance becomes a clownish, painted-on mockery until it finishes a Long Rest.

REACTIONS

Pop Up. *Trigger:* The clown takes damage from falling or gains the Prone condition. *Response:* The clown reduces the damage from falling to 1, ends the Prone condition, and makes one Bite attack.

NIGHT PROWLER

Elusive Shadow Hunter

Habitat: Forest, Plains; **Treasure:** None

Night prowlers are among the most elusive and terrifying predators. They stalk the night in the wilds across the galaxy. These nocturnal hunters prowl through the shadows with many-limbed, elongated bodies that grant them the speed and flexibility to employ hit-and-run tactics until their prey surrenders to death. While their claws and fangs are formidable, their most potent weapons are the venomous quills that can be launched with shocking accuracy.

NIGHT PROWLER

Large Monstrosity, Unaligned

AC 14 **Initiative** +6 (16)
HP 52 (7d10 + 14)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+5	DEX	18	+4	+6	CON	14	+2	+2
INT	7	−2	−2	WIS	14	+2	+2	CHA	10	+0	+0

Skills Perception +6, Stealth +8
Senses Darkvision 60 ft.; Passive Perception 16
Languages None
CR 3 (XP 700; PB +2)

TRAITS

Evasion. If the prowler is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it has the Incapacitated condition.

ACTIONS

Multiattack. The prowler makes two attacks, using Rend or Venomous Quill in any combination.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 14 (2d10 + 3) Slashing damage.

Venomous Quill. *Ranged Attack Roll:* +6, range 20/60 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 7 (2d6) Poison damage.

BONUS ACTIONS

Prowl. The prowler moves up to its Speed without provoking Opportunity Attacks. At the end of this movement, the prowler can take the Hide action.

PSI MINDS

Unbound Psionic Savants

Habitat: Any; **Treasure:** Arcana

Psi minds are individuals who have pushed their minds beyond normal limits, granting them incredible psionic powers. They use their psi to cast spells and warp reality with a thought alone. Some psi minds use these abilities in the employ of powerful organizations, while others remain solitary and simply want to understand their gifts.

PSI MIND KINETICIST

Psi mind kineticists have let go and allowed their psionic power to be completely unbound. They unleash volatile telekinesis that lashes from their minds with destructive force that can obliterate anything in their path. These wild psi minds often wreak havoc wherever they go, whether on the battlefield or the streets of the city they call home.

PSI MIND TELEPATH

Psi mind telepaths have honed their psi and can wield it with precision, using powerful telepathy to pierce into others' minds. This psychic infiltration allows them to effortlessly read or implant thoughts, shred the mind, or even completely dominate a target until they are a mesmerized thrall. Many of these psi minds end up as masterminds, pulling the strings of vast networks to advance their mysterious aims.

PSI MIND TELEPATH

Medium or Small Humanoid (Esper), Neutral Good

AC 16 **Initiative** +6 (16)
HP 121 (22d8 + 22)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	14	+2	+2	CON	12	+1	+1
INT	18	+4	+8	WIS	12	+1	+1	CHA	17	+3	+7

Skills Arcana +8, Insight +9, Persuasion +11
Resistances Psychic
Immunities Charmed, Frightened
Senses Passive Perception 11
Languages Common; telepathy 120 ft.
CR 9 (XP 5,000; PB +4)

TRAITS

Thought Shield. The telepath has Advantage on saving throws using Intelligence, Wisdom, and Charisma.

ACTIONS

Multiattack. The telepath makes three Psi Shred attacks.

Psi Shred. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 120 ft. *Hit:* 20 (3d10 + 4) Psychic damage.

Spellcasting. The telepath casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: *Detect Thoughts*, *Minor Illusion*, *Phantasmal Force*, *Suggestion*

2/Day Each: *Dominate Person* (level 6 version), *Invisibility*, *Modify Memory* (level 6 version)

1/Day Each: *Hold Monster* (level 7 version), *Phantasmal Killer* (level 8 version), *Psychic Storm* (level 6 version)

REACTIONS

Repulse. *Trigger:* The telepath is hit by a melee attack roll from a creature it can see. *Response—Wisdom Saving Throw:* DC 16, the triggering creature. *Failure:* The attack misses, and the attacker must choose a new creature within its reach using the same attack roll total against it. If there are no other valid targets, the attack is wasted.

PSI MIND KINETICIST

Medium or Small Humanoid (Esper), Neutral

AC 16 **Initiative** +7 (17)
HP 110 (17d8 + 34)
Speed 40 ft., Fly 60 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+5	DEX	16	+3	+3	CON	14	+2	+2
INT	19	+4	+8	WIS	13	+1	+1	CHA	12	+1	+1

Skills Acrobatics +7, Arcana +8, Athletics +5
Resistances Psychic
Immunities Charmed, Frightened
Senses Passive Perception 11
Languages Common; telepathy 30 ft.
CR 9 (XP 5,000; PB +4)

TRAITS

Destructive Aura. At the end of each of the kineticist's turns, each creature of the kineticist's choice in a 5-foot Emanation originating from the kineticist takes 6 (1d12) Force damage unless the kineticist has the Incapacitated condition.

Psyk-Bolstered Physique. The kineticist has Advantage on D20 Tests using Strength or Dexterity.

ACTIONS

Multiattack. The kineticist makes three Kinetic Burst attacks and can use Spellcasting to cast *Gust of Wind*.

Kinetic Burst. *Melee or Ranged Attack Roll:* +8, reach 5 ft., or range 120 ft. *Hit:* 20 (3d10 + 4) Force damage, and the target is pushed up to 5 feet straight away from the kineticist.

Spellcasting. The kineticist casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: *Gust of Wind*, *Mage Armor* (included in AC), *Mage Hand* (the hand is Invisible)

2/Day Each: *Fireball* (level 4 version), *Wall of Force*

1/Day Each: *Disintegrate*, *Reverse Gravity*

BONUS ACTIONS

Psyk-Boosted Speed. The kineticist takes the Dash or Disengage action.

REACTIONS

Deflect. The kineticist casts *Shield* in response to the spell's trigger, requiring no spell components and using the same spellcasting ability as Spellcasting.

SECURITY BOT

Automated Security Solution

Habitat: Any; **Treasure:** None

Security bots are a ubiquitous feature of nearly all technology-based security systems. They are designed for both offense and defense to subdue and neutralize solo infiltrators and violent mobs alike. These machines are best deployed in groups, capable of monitoring multiple locations and utilizing their networked sensors to respond in unison should any threats arise.

SECURITY BOT

Medium Construct (Robot), Unaligned

AC 15 **Initiative** +2 (12)
HP 26 (4d8 + 8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+4	DEX	10	+0	+0	CON	14	+2	+2
INT	10	+0	+0	WIS	13	+1	+1	CHA	1	−5	−5

Skills Athletics +4, Perception +5
Resistances Lightning
Immunities Poison, Psychic; Exhaustion, Frightened, Poisoned, Unconscious
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common, SIGNAL
CR 1/2 (XP 100; PB +2)

TRAITS

Networked Sensors. All allied security bots within 100 feet of each other can see and hear through each other's senses simultaneously, gaining the benefits of any special senses one or more of them have. This trait doesn't function in an area of signal jamming.

ACTIONS

Subduing Gauntlet. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d8) Lightning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12) from one of two hands. If the target is reduced to 0 Hit Points from this attack, it is Stable and doesn't make Death Saving Throws.

Riot Gun. *Ranged Attack Roll:* +4 (being within 5 feet of an enemy doesn't impose Disadvantage), range 60/240 ft. *Hit:* 5 (1d6 + 2) Piercing damage. *Hit or Miss*: Each creature in a 10-foot Emanation originating from the target is subjected to the following effect. *Constitution Saving Throw*: DC 12. *Failure*: 2 (1d4) Thunder damage.

Deploy Riot Shield. The bot shifts into defensive mode. While in this mode, it adds 5 to its AC, reduces its Speed to 0, has Advantage on Strength saving throws, and can't make attacks. The bot can end this mode as a Bonus Action.

BONUS ACTIONS

Detect Intruders (Recharge 6). The bot can see creatures and objects that have the Invisible condition as if they were visible until the start of its next turn.

SPACE PIRATES

Scourges of the Aether Currents

Habitat: Outer Space; **Treasure:** Individual

Space pirates are bloodthirsty cutthroats that terrorize the aether currents and far reaches of space aboard ships built for raiding and pillaging. They prey on unsuspecting vessels for their cargo and whatever other valuables can be plundered. Some pirates will capture their victims for a hefty ransom, while others leave no survivors to tell the tale.

SPACE PIRATE

Space pirates make up most of the crew aboard a pirate ship, serving just as much as deckhands as they do as raiders. They are motivated by greed and have little loyalty for the crew they serve with. They often make boarding attempts by the dozen with jet boots and hooks, hoping to reach the enemy ship before they tumble off, lost in space.

SPACE PIRATE REAVER

Space pirate reavers are the ferocious fighters of a crew, relishing in the thrill of battle with their brethren beside them. With brutal boarding axes, they cleave through hulls and defending parties with reckless abandon until nothing stands in between them and their loot. With their scattershot guns, they can clear corridors and cabins of hapless spacers with ease.

SPACE PIRATE

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +1 (11)
HP 22 (4d8 + 4)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	12	+1	+1	CON	13	+1	+1
INT	10	+0	+0	WIS	9	−1	−1	CHA	10	+0	+0

Skills Athletics +4, Survival +1
Gear Light Armor, Light Laser Pistol
Senses Passive Perception 9
Languages Common, Smuggler's Slang, plus one other language
CR 1/4 (XP 50; PB +2)

TRAITS

Bloodied Frenzy. While Bloodied, the pirate has Advantage on attack rolls and saving throws.

ACTIONS

Scrap Hook. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage, and the target has the Prone condition.

Light Laser Pistol. *Ranged Attack Roll:* +5 (being within 5 feet of an enemy doesn't impose Disadvantage), range 80/320 ft. *Hit:* 5 (1d6 + 2) Radiant damage, and the target has Disadvantage on attack rolls until the start of the pirate's next turn.

BONUS ACTIONS

Jump Jets (Recharge 5–6). The pirate gains a Flying Speed of 30 feet until the end of the turn. If the pirate is still aloft at that time, it falls.

AVANTRIS.COM/NEON-SURVEY

SPACE PIRATE REAVER

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +1 (11)
HP 30 (4d8 + 12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+5	DEX	12	+1	+1	CON	16	+3	+5
INT	10	+0	+0	WIS	9	−1	−1	CHA	14	+2	+2

Skills Athletics +5, Intimidation +4, Survival +1
Gear Light Armor (Composite Weave Module), Shotgun
Senses Passive Perception 9
Languages Common, Smuggler's Slang, plus one other language
CR 1/2 (XP 100; PB +2)

TRAITS

Pack Tactics. The reaver has Advantage on an attack roll against a creature if at least one of the reaver's allies is within 5 feet of that creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Boarding Axe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a creature, the reaver pushes it up to 5 feet in any horizontal direction.

Shotgun. *Ranged Attack Roll:* +5 (being within 5 feet of an enemy doesn't impose Disadvantage), range 60/240 ft. *Hit:* 8 (1d10 + 3) Piercing damage.

Scatter Shot (1/Day, Requires Shotgun). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 5 (2d4) Piercing damage. *Success:* Half damage.

BONUS ACTIONS

Jump Jets. The reaver gains a Flying Speed of 40 feet until the end of the turn. If the reaver is still aloft at that time, it falls.

SPACE PIRATE CAPTAIN

Space pirate captains are cunning corsairs, brutal and charismatic enough to command the respect and fear of entire crews of dubious lowlifes. They often prefer to deal with their problems with a toss of a grenade, not caring how many of their crew get caught in the blast. Most captains have a fearsome moniker they've earned from their years of piracy.

SPACE PIRATE CAPTAIN

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +7 (17)
HP 82 (11d8 + 33)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+7	DEX	18	+4	+7	CON	16	+3	+3
INT	12	+1	+1	WIS	13	+1	+1	CHA	16	+3	+6

Skills Acrobatics +7, Athletics, +7, Perception +4, Survival +4
Immunities Charmed, Frightened
Gear Light Laser Pistol, Light Armor (Composite Weave Module)
Senses Passive Perception 14
Languages Common, Smuggler's Slang, plus one other language
CR 5 (XP 1,800; PB +3)

TRAITS

Bloodied Frenzy. While Bloodied, the captain has Advantage on attack rolls and saving throws.

ACTIONS

Multiattack. The captain makes two Chain Blade or Breach Pistol attacks in any combination. It can replace one attack with a use of Shredder Grenade if available.

Chain Blade. Melee Attack Roll: +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage. If the target is a creature and doesn't have a bleeding wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target receives a bleeding wound. While wounded, the target loses 5 (1d10) Hit Points at the start of each of its turns. The wound closes after 1 minute, after the target regains any Hit Points, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 15 Wisdom (Medicine) check.

Breach Pistol. Ranged Attack Roll: +7 (being within 5 feet of an enemy doesn't impose Disadvantage), range 80/320 ft. Hit: 11 (2d6 + 4) Piercing damage plus 4 (1d8) Necrotic damage.

Shredder Grenade (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 20-foot Sphere centered on a point within 60 feet. *Failure:* 17 (5d6) Slashing damage, and the target has the Prone condition. *Success:* Half damage only.

REACTIONS

Redirect Attack. *Trigger:* A creature the captain can see makes an attack roll against it. *Response:* The captain chooses a Medium or Small ally within 5 feet of itself. The captain and that ally swap places, and the ally becomes the target of the attack instead.

TIME DOLPHIN

Medium Monstrosity, Unaligned

AC 14 **Initiative** +4 (14)
HP 97 (15d8 + 30)
Speed 10 ft., Burrow 60 ft., Fly 60 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+6	DEX	13	+1	+4	CON	14	+2	+2
INT	14	+2	+2	WIS	16	+3	+6	CHA	12	+1	+1

Skills Perception +6
Senses Blindsight 60 ft.; Passive Perception 16
Languages Common
CR 6 (XP 2,300; PB +3)

TRAITS

Adaptable Biology. The dolphin can breathe in any environment, even one with no atmosphere, and is immune to aether exposure.

ACTIONS

Multiattack. The dolphin makes three Slam attacks.

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 11 (2d10) Force damage.

Echolocation Burst (Recharge 5–6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 14 (4d6) Force damage. Until the end of the dolphin's next turn, the target has Disadvantage on attack rolls and its Speed is halved. *Success:* Half damage only.

Song of Time (Recharge 6). The dolphin and each creature of its choice in a 20-foot Emanation originating from the dolphin gains 2d10 Temporary Hit Points. In addition, an affected target can reroll one D20 Test it makes before the start of the dolphin's next turn.

BONUS ACTIONS

Tesseract. The dolphin teleports up to 30 feet to an unoccupied space it can see.

REACTIONS

Rewind. *Trigger:* The dolphin is hit with an attack roll or fails a saving throw. *Response:* The attacker must reroll the attack roll and use the new roll, or the dolphin rerolls the saving throw and uses the new roll.

TIME DOLPHIN

Playful Swimmers Through the Timestreams

Habitat: Any; **Treasure:** None

Time dolphins resemble aquatic mammals, with long snouts, fan-like fins, and such apt control over their echolocation that they can peer into the various timestreams that weave throughout the galaxy and beyond. This grants them glimpses into the immediate past, present, and future at the same time.

In a rebuttal to the laws of nature, time dolphins deftly navigate these streams and manipulate the tether of time to their immediate surroundings, giving themselves and their allies an advantage over their equally disadvantaged foes.

These colorful creatures prefer to soar through space but are comfortable in any environment ranging from sea, to sky, to sand. They typically live in large pods and communicate with musical vocalizations that some say is the Song of Time itself.

VOID MANTA

Shadow of a Nightmare

Habitat: Forest, Planar (Abyssal Void); **Treasure:** None

Void mantas are one of the many alien things spawned from the Abyssal Void. These nightmarish creatures of the Deep drift across both space and atmosphere, often hunting unnoticed at high altitudes in pairs or trios. The fear of their victims is their true feast, and they prefer to devour flesh and bone only once fully saturated in true terror.

VOID MANTA

Large Aberration (Deep), Neutral Evil

AC 16 **Initiative** +7 (17)
HP 180 (24d10 + 48)
Speed 5 ft., Swim 50 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	16	+3	+3	CON	14	+2	+2
INT	8	−1	−1	WIS	16	+3	+3	CHA	10	+0	+0

Skills Acrobatics +7, Perception +7, Stealth +7
Resistances Psychic
Immunities Frightened
Senses Blindsight 120 ft.; Passive Perception 17
Languages Understands Hadalic but can't speak
CR 10 (XP 5,900; PB +4)

TRAITS

Spatial Distortion. Attack rolls against the manta have Disadvantage, since it is slightly out of sync with the fabric of space. This trait is suppressed while the manta has the Incapacitated condition.

ACTIONS

Multiattack. The manta makes two Tail attacks and uses Voidshadow if available.

Tail. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 22 (4d8 + 4) Piercing damage. If the target has the Frightened condition, the manta regains Hit Points equal to the damage taken. It can't regain Hit Points in this way more than once per turn.

Voidshadow (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature in a 60-foot Cone. *Failure:* The target takes 21 (4d8 + 3) Psychic damage and has the Frightened condition. The target repeats the save at the end of its each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. *Success:* Half damage only.

BONUS ACTIONS

Void Slip. The manta teleports up to 60 feet to an unoccupied space it can see. The destination space must be within 5 feet of another void manta or a creature with the Frightened condition. The manta gains Advantage on the first attack it makes before the end of its turn.

VORT

Alien Invaders from Outside Space

Habitat: Planar (Abyssal Void); **Treasure:** None

Vort are the ultimate invasive species, even seen as aberrant among the Deep of the Abyssal Void. These extra-dimensional invaders are driven by the singular purpose to reproduce and spread their brood like a cancer, rapidly adapting to whatever environment they find themselves in. While they begin their lifecycle hungering for mortal flesh, their diet evolves until they devour spacetime itself.

VORT LARVA

Vort larvae are the earliest stage of the brood, developed within a living host before violently emerging. They are driven exclusively by survival, seeking out dark and hidden spaces where they can molt, grow, and mature.

VORT DRONE

Vort drones are the most numerous members of the brood, serving as hunters and harvesters. Their core instinct drives them to seek out and incapacitate prey to implant their larvae in, spreading the cancer of the brood with each successful hunt. When they encounter potential hosts, they use their superior speed and ambush tactics to terrify their victims before going in for the kill.

VORT ELITE

Vort elites are created in rare instances when a drone achieves an apex status that gains the notice of the queen, transforming them to serve as her royal guards. In this new stage of life, they develop a new hunger for the fabric of space and time, which they can manipulate. They defend their queen with brutal ferocity and a body perfectly evolved to kill, turning even the most grizzled marine into terrified prey.

VORT LARVA

Tiny Aberration, Neutral Evil

AC 12 **Initiative** +4 (14)
HP 10 (3d4 + 3)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	−2	−2	DEX	14	+2	+2	CON	12	+1	+1
INT	3	−4	−4	WIS	8	−1	−1	CHA	6	−2	−2

Skills Stealth +6
Resistances Necrotic, Psychic
Immunities Blinded, Charmed, Exhaustion, Frightened
Senses Blindsight 60 ft.; Passive Perception 9
Languages None
CR 1/4 (XP 50; PB +2)

TRAITS

Adaptation. The vort has one adaptation trait (see Adapting Monsters) appropriate to the environment where it hatched. After 7 days in a new environment, it can change the chosen trait.

Spider Climb. The vort can climb difficult surfaces, including along ceilings, without needing to make an ability check.

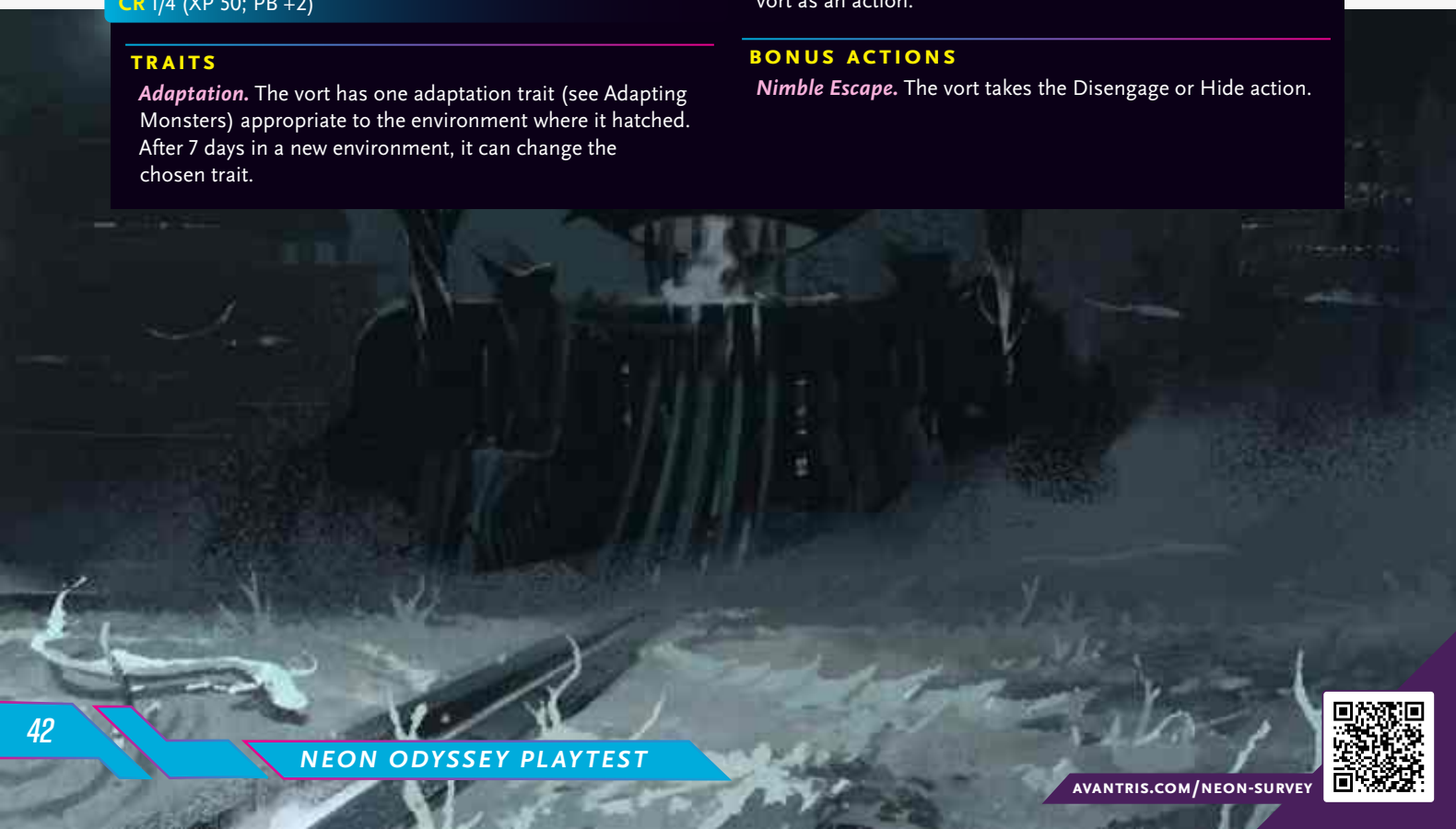
ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, and the vort attaches to the target. While attached, the vort can't make Bite attacks against other targets, and the target takes 5 (2d4) Necrotic damage at the start of each of the vort's turns. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vort regains Hit Points equal to that amount.

The vort can detach itself by spending 5 feet of movement. The target or a creature within 5 feet of the it can detach the vort as an action.

BONUS ACTIONS

Nimble Escape. The vort takes the Disengage or Hide action.



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VORT DRONE

Medium Aberration, Neutral Evil

AC 16 **Initiative** +4 (14)
HP 58 (9d8 + 18)
Speed 50 ft., Climb 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+4	CON	15	+2	+2
INT	10	+0	+0	WIS	16	+3	+3	CHA	12	+1	+1

Skills Acrobatics +4, Perception +5, Stealth +6
Resistances Necrotic, Psychic
Immunities Blinded, Charmed, Exhaustion, Frightened
Senses Blindsight 60 ft.; Passive Perception 15
Languages None
CR 3 (XP 700; PB +2)

TRAITS

Abduct. The vort needn't spend extra movement to move a creature it is grappling.

Adaptation. The vort has one adaptation trait (see Adapting Monsters) appropriate to the environment where it hatched. After 7 days in a new environment, it can change the chosen trait.

Spider Climb. The vort can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The vort makes one Rend attack and one Tail attack.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Tail. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 7 (1d8 + 3) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13). Until the grapple ends, the target has the Restrained condition. The vort can have only one creature Grappled by this action at a time.

Adaptive Camouflage. The vort gains the Invisible condition. The condition ends at the end of the vort's turn if it moved, or after it hits or misses with an attack roll.

BONUS ACTIONS

Inject Egg. A creature Grappled by the vort takes 3 (1d6) Necrotic damage and must make the following saving throw if it isn't already implanted with a vort egg. *Constitution Saving Throw:* DC 13. *Failure:* The target is afflicted with a magical contagion unawares, and a minuscule vort egg is implanted in it. The contagion can be healed only by the *Lesser Restoration* spell or similar magic, which destroys the egg.

Over 30 (2d4 × 6) days, the egg gestates. In the final 24 hours, the afflicted target feels unwell; its Speed is halved, and it has Disadvantage on D20 Tests. At the end of this time, the egg turns into a **Vort Larva**, which chews out of the host and kills it.

VORT ELITE

Large Aberration, Neutral Evil

AC 17 **Initiative** +1 (11)
HP 153 (18d10 + 54)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+8	DEX	13	+1	+1	CON	16	+3	+7
INT	12	+1	+1	WIS	16	+3	+7	CHA	14	+2	+2

Skills Athletics +8, Acrobatics +5, Perception +7, Survival +7
Resistances Necrotic, Psychic
Immunities Blinded, Charmed, Exhaustion, Frightened
Senses Blindsight 120 ft.; Passive Perception 17
Languages Understands Hadalic but can't speak; telepathy 60 ft. (emotions or instructions to vort only)
CR 9 (XP 5,000; PB +4)

TRAITS

Abduct. The vort needn't spend extra movement to move a creature it is grappling.

Adaptation. The vort has one adaptation trait (see Adapting Monsters) appropriate to the environment where it hatched. After 7 days in a new environment, it can change the chosen trait.

Spider Climb. The vort can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Terrifying Presence. *Wisdom Saving Throw:* DC 14, any enemy that starts its turn in a 30-foot Emanation originating from the vort and can see it. *Failure:* The target has the Frightened condition until the start of its next turn and screams or otherwise vocalizes if it is able, audible out to 100 feet. The target is then immune to this vort's Terrifying Presence for 1 hour.

Warped Reality. The area in a 15-foot Emanation originating from the vort is Difficult Terrain for the vort's enemies.

ACTIONS

Multiattack. The vort makes one Rend attack and one Tail attack.

Rend. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage plus 6 (1d12) Necrotic damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Restrained condition. The vort can have only one creature grappled by this action at a time.

Tail. *Melee Attack Roll:* +8, reach 15 ft. *Hit:* 9 (1d10 + 4) Piercing damage, and the target is pushed up to 10 feet straight away from the vort.

Acid Spray (Recharge 6). *Dexterity Saving Throw:* DC 15, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 28 (8d6) Acid damage. *Success:* Half damage. *Failure or Success:* If this damage reduces the creature to 0 Hit Points, it is dissolved into a corrosive sludge.

BONUS ACTIONS

Aggressive. The vort moves up to its Speed toward an enemy it can see.

Fling. The vort throws a Medium or smaller creature Grappled by it to a space it can see within 60 feet of itself that isn't in the air. *Dexterity Saving Throw:* DC 16, the creature thrown and each creature in the destination space. *Failure:* 10 (3d6) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.

WEIRD SCIENTISTS

Inventors of the Impossible

Habitat: Any; **Treasure:** Arcana, Implements

Weird scientists take the rigorous, highly controlled experiments that a standard scientist might conduct and push them beyond the realm of what most consider proper or reasonable. They throw caution to the wind and ignore the laws of physics, hoping to achieve the impossible. However, it is a dangerous line of work, and many of these scientists suffer explosive ends at the hands of their own experiments or inventions.

WEIRD SCIENTIST LABTECH

Weird scientist labtechs are newcomers to strange research, often serving as test subjects or experiment fodder themselves. They typically work under an experienced weird scientist dutifully and loyally, despite the treacherous working conditions. If threatened, these labtechs have bizarre gadgets at their disposal, but whether or not they can control the tools' effectiveness is another question altogether.

WEIRD SCIENTIST

Weird scientists are masters of the strange and unconventional in scientific pursuits, having survived innumerable mishaps, explosions, leaks, and other experimental disasters. No matter how far they rise, they are never satisfied and are always looking toward the next discovery or invention of the absurd. Their wide array of gizmos allows them to unleash a plethora of unpredictable effects.

WEIRD SCIENTIST LABTECH

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +1 (11)
HP 39 (6d8 +12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	−1	−1	DEX	12	+1	+1	CON	14	+2	+2
INT	16	+3	+3	WIS	10	+0	+0	CHA	11	+0	+0

Skills Arcana +5, Technology +5
Resistances Acid
Senses Passive Perception 10
Languages Common plus one other language
CR 1/2 (XP 100; PB +2)

ACTIONS

Hand Zapper. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30 ft. *Hit:* 6 (1d6 + 3) Lightning damage, and the target can't take Reactions until the start of the labtech's next turn.

Experimental Gadget Ray. *Ranged Attack Roll:* +5, range 60/240 ft. *Hit:* 6 (1d8 + 1d4) damage of a type randomly determined from the following: Acid, Necrotic, Poison, or Radiant.

WEIRD SCIENTIST

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +3 (13)
HP 136 (16d8 + 64)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	−1	−1	DEX	16	+3	+3	CON	19	+4	+7
INT	21	+5	+8	WIS	10	+0	+0	CHA	14	+2	+2

Skills Arcana +8, Medicine +6, Technology +8
Resistances Acid, Lightning, Poison
Senses Passive Perception 10
Languages Common plus two other languages
CR 7 (XP 2,900; PB +3)

ACTIONS

Multiattack. The scientist makes two attacks, using Zap Gloves and Caustic Blob Gun in any combination. It can replace one attack with a use of Multi-Function Gizmo if available.

Zap Gloves. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (3d6 + 5) Lightning damage, and the target has Disadvantage on attack rolls until the start of the scientist's next turn.

Caustic Blob Gun. *Ranged Attack Roll:* +8, range 80/320 ft. *Hit:* 21 (3d10 + 5) Acid damage. If you roll the same number on two or more damage dice, the blob bounces from the target to a different creature of the scientist's choice within 30 feet of the first target. Make a new attack roll against the new target, and make a new damage roll, which could cause the blob to bounce again. A creature can only be targeted once per turn.

Multi-Function Gizmo (Recharge 5–6). The scientist choses a point within 60 feet and unleashes an effect in a 20-foot-radius Sphere centered on that point. Each creature in that area must make the saving throw corresponding to the effect. Choose one of the following gizmo effects:

Accellerationator. *Strength Saving Throw:* DC 16. *Failure:* 10 (3d6) Thunder damage, and the target is pushed up to 10 feet straight away from the scientist. *Success:* Half damage only.

Aggrotizer. *Charisma Saving Throw:* DC 16. *Failure:* The target must immediately take a Reaction to make a weapon attack against a creature of the scientist's choice within 30 feet of the target. If there are no valid targets, it wastes its Reaction and takes 7 (2d6) Psychic damage.

Disruptomatic. *Dexterity Saving Throw:* DC 16. *Failure:* 10 (3d6) Lightning damage, and Power Cells or powered gear the target is wearing or carrying don't function until the start of the scientist's next turn. *Success:* Half damage only.

Neutralizer. *Intelligence Saving Throw:* DC 16. *Failure:* The target has the Restrained condition until the start of the scientist's next turn.

Phero-Mister. *Wisdom Saving Throw:* DC 16. Failure: The target has the Charmed condition until the start of the scientist's next turn.

Reductifier. *Constitution Saving Throw:* DC 16. *Failure:* 4 (1d8) Force damage, and the target's size decrease by one category—from Medium to Small, for example—along with its equipment, until the start of the scientist's next turn. While reduced, it has Disadvantage on Strength checks and Strength saving throws, and its attacks with reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (minimum of 1 damage).

REACTIONS

Power Up. *Trigger:* The scientist takes Lightning damage. *Response:* The scientist recharges Multi-Function Gizmo and can use it immediately.